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insideYS

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Ahooooooooo! Dare you play it?
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01-631 1433
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***Your Sinclair*, Dennis Publishing Ltd, 14 Rathbone Place, London W1P 1DE.**

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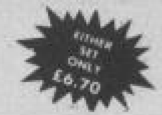
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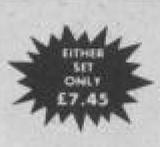
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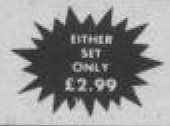
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Gunpowder, Treason and FRONTLINES

Blow up Parliament? Us? You've obviously got the wrong Guy. These are the *YS* news pages, not a plot to overthrow the Government! (Pass the fuse, Tzer...) Honest, the Fawkes never crossed our minds.

PLAY FOR YOUR LIFE
Exclusive Ocean Game With Next Issue!

Yes! In keeping with our policy of bringing you the very best in computer entertainment, the game on next month's cover is yet another complete, full price game from Ocean! You can't believe your luck, can you? But it's true. Especially for you, because we think you're skill enough, we present *Play For Your Life*, the hardest futuristic sports game you've ever seen! The game is set in a game cube, where you play against the computer, or a real opponent, in a fight to beat the balls into the target holes over your heads. It's hard! It's new! It's addictive! And it's all yours with the December edition of *Your Sinclair*. Buy it and believe it!

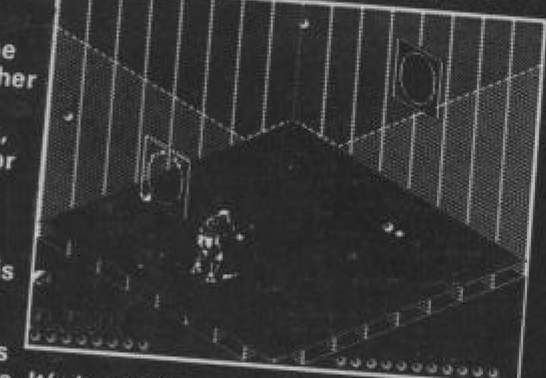




It's a tramp's life, it really is. No, no, not working for *YS*! We mean US Gold's new *Charlie Chaplin*. Actually, it sounds like a lot of fun, making your own Chaplin silent movie, scripting, shooting and watching it play itself back to you. But you mustn't run over budget, because the studio will shut you down! And the critics have got to like you too, or you'll get bad reviews! Oh dear, oh dear. Being funny is a serious business...

Compo News

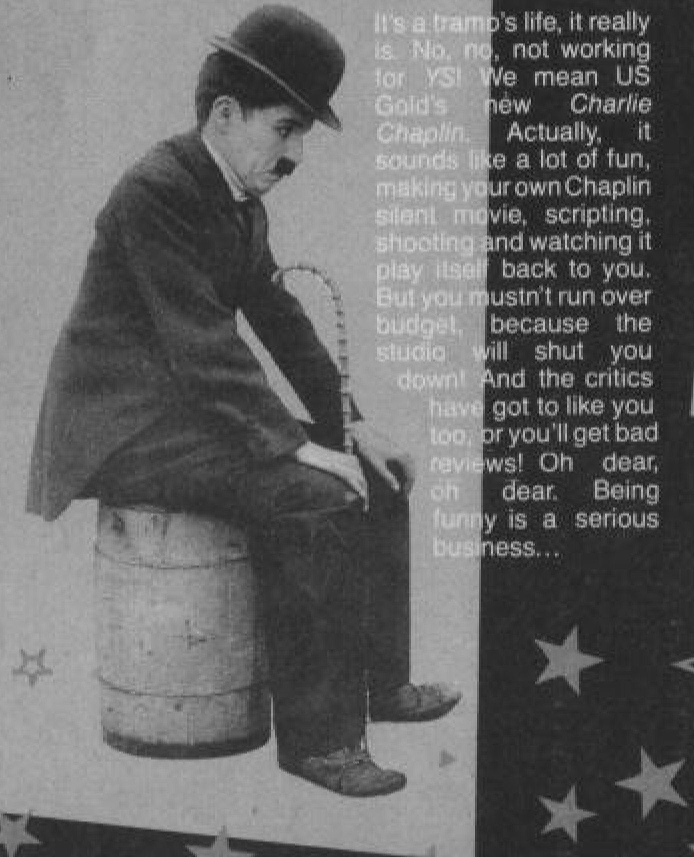
You need to wear a pair of snow-boots to get into the *YS* office, we're so snowed under with competition entries. So you've got to have each compo entry in a separate envelope, with the name of the compo marked clearly, or you just don't stand a chance. Und remember ve have vays und meanz of making you write ze silly long titles ve invent.



Happy birthday to you, happy birthday to you, happy birthday dear Microprose... happy birthday tooooo yoooouuuu! Yes, Microprose celebrated its first birthday last month, and what better way to celebrate than to get everybody's fave reserve Major, 'Wild' Bill Stealy, Managing Director Stewart Bell and European Sales Manager John Tweedy together and make them eat an aeroplane? Crunch! No, it's a candy coated F15 Strike Eagle, just like the one Billy's got parked outside. Careful, boys, those armour piercing missiles really stick in your teeth.

Wagga Wagga

The Konix 'guess the amount of waggles needed to trash a Konix joystick' compo proves that only the most wagga wagga can waggle for 27 days at a stretch. The piccy shows the £100 prizewinner, Maris Geert, standing in front of the Mannekin Pis, the world's most famous piddling statue. Maris reckoned on waggling for 26 days 19 hours before his Konix was out of waggle, which was pretty close, 'cos in fact the joystick managed a mindblending 27 days 19 hours, a staggering 17,604,000 waggles. *Frontlines* wonders how his waggler felt after that?



TROLL ON!

Ingrid Bottomlow is to be the first Gnome Managing Director of a software house, seen here in petulant mood with the Austin Family Singers, the previous owners of Level 9... blimey, doesn't she look like Tzer? (Your fired! Ed)

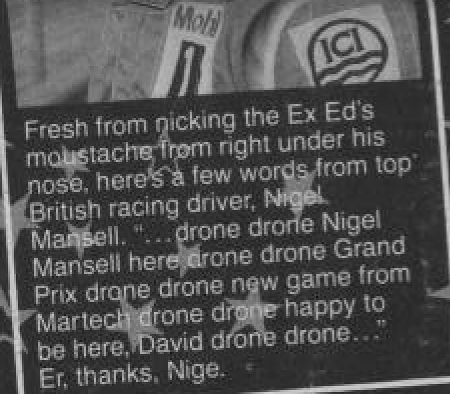
IT'S A BEURM!

"Eur! 'Elleur, ah am Inspector Clouseau. Zis mus' be ze most baffling crame of ma career. Ah call eet ze case of ze Peenk Panthere! Eet seems zat Ariolasoft 'ave gotten ze rahts to produce un petite geme about my superlative detective skills avec un nom de *Peenk Panthere*. My man servant Kato will now present you with a screenshot... Aheurm! My man servant, Kato will now... Kato! Where ze dickens are you, you foolish little yellow type person? Kato...? Oh well, as I was saying... Aaaaaaahhh!"

...is jammed with calls from the







Fresh from nicking the Ex Ed's moustache from right under his nose, here's a few words from top British racing driver, Nigel Mansell. "... drone drone Nigel Mansell here drone drone Grand Prix drone drone new game from Martech drone drone happy to be here, David drone drone..." Er, thanks, Nige.



"Er hmm, Minister, we seem to have a problem... the switchboard is jammed with calls from the press. I have a reporter on the phone from *The Sun*, he says he'd like to know who that attractive young lady was, who you were seen with last night in the Jolly Japes Night club, and what your wife, Lady Hacker, will think of the matter. Minister, is there something you should tell me?"

"Good Lord, Humphrey! There must have been some mistake, it wasn't me — how could it have been... I was... er... I was at my gentleman's club all evening."

"Sadly, Minister, it seems they've asked there already — and you weren't... Were you?"

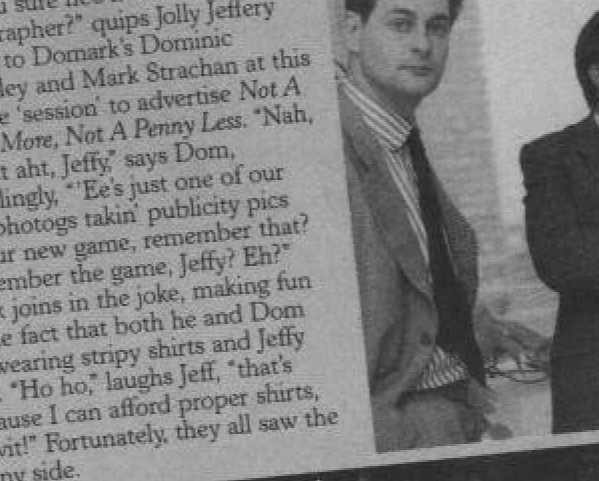
"Ah yes... I remember now, I was with my niece."

"But, Minister, you don't have one."

"Oh hell, Humphrey. Get me out of this one."

So now it's up to all you would-be statesmen. You are Sir Humphrey and you've got to think up the excuse to keep the press quiet and explain why the nawty PM was raving it up in a snazzy nightclub. The ten best excuses we've ever heard (*and believe me, I've heard some good ones. Ed*) win a copy of Mosaic's latest game, *Yes Prime Minister*. Send your excuses on the back of a postcard to: Don't Expect Me To Wait Up For You When You Come Home In That State And Your Dinner's Burnt In The Oven Compo, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.

The Archers



"Are you sure he's not a *Daily Star* photographer?" quips Jolly Jeffery Archer to Domark's Dominic Wheatley and Mark Strachan at this creative 'session' to advertise *Not A Penny More, Not A Penny Less*. "Nah, leave it aht, Jeffy," says Dom, consolingly, "'Ee's just one of our own photogs takin' publicity pics for our new game, remember that? Remember the game, Jeffy? Eh?" Mark joins in the joke, making fun of the fact that both he and Dom are wearing stripy shirts and Jeffy isn't. "Ho ho," laughs Jeff, "that's because I can afford proper shirts, nitwit!" Fortunately, they all saw the funny side.

Trainspotters Through History

An irregular series in conversation with the World's Greatest Trainspotters

8: Harry Cross

"Hey, now don't youse go steppin' on me lawn, like. I'm a law bidin' citizen, like, but if you don't keep youse Doctor Martens off me turf, I'll take youse spleen out through youse ear and beat you insensible with the soggy end, alright? 'Ey, you two, come 'ere! Stand still an' I'll just poke youse eyes out in stereo. Dat's fer nottin', an' all, like. Wha'd'ya mean, 'Am I a trainspotter?' I've never spotted a train in our close, and I wouldn't, neither! No flippin' rails up our close, is there, you daft pair o'beggars! I'm a property owner, and dey wouldn't build a railway through our close without fairst consultin' me, now would dey? Yerwha'? Why am I wearing a traindriver's uniform? Don't you be cheeky, youse, or I'll drive me train over your kidneys and... oh flip, worra giveaway..."



SUNK!

Man the pumps! Splice the mainbrace! Oh dear, it seems that Elite's fab game *Battleships* has been sunk before it even reached duplication. Elite is carefully considering whether or not to release the game at all, and at the moment no release date has been set for the Spectrum, Commodore and Amstrad versions. Weird, especially as we gave it our seal of approval as a probable Megagame on the strength of the pre-release version! Oh well, here's hoping for a reprieve some time in the spring of '88, eh?



• To start with, some megahot poop from Ocean, in the form of the *Game, Set And Match* compilation tape, which features 10 best selling sports games, including *Hypersports, Squash, Supertest, Basketball, Pool, Ping Pong, Super Soccer, Barry McGuigan's Boxing, Tennis and Baseball*! Wow! And all this for a mere £12.95 on cassette and £17.95 on +3 disk. Advantage Ocean, we think.

Yet another hot compilation announced this month from Ocean contains *The Great Escape, Top Gun, Green Beret, Rambo* and *Army Moves*. Due to the military flavour of the games, this tape will be entitled *Live Ammo*. And you can bet it will be. Live that is!

• More Ocean poop. Our spies tell us that Jon Ritman, of *Head Over Heels* fame, is currently putting the finishing touches to *Match Day II*, for almost immediate release from Ocean. The first version of this game was one of the best selling sports simulations of all time!

• The long awaited coin-op conversion, *Gryzor*, is out soon from Imagine, featuring scrolling blasting action, some 3D maze segments and some really wicked aliens.

• We keep getting these funny postcards from Dave Carlos of Intermediates at the moment. They're full of puns on the word EYE, like 'Kelly's EYE', and 'Got the EYEdea?' and such. What can he mean? The EYEs must have it, whatever it is.

• Two of the hotly awaited Christmas games have finally been announced by US Gold, and they are *Gauntlet II* and the coin-op conversion of Sega's amazing *Outrun*! Chart toppers if ever we saw some.

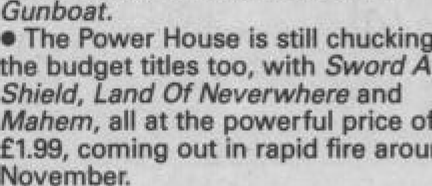
• *Implosion* is the new little cracker from Cascade, containing 8-way scrolling space action! And if this wasn't the bee's nose, it's also bringing out *Ringworld*, an explosion of vector graphics as the world has never seen! (It says here).

• Gremlin Graphics are not resting on its own or anyone else's laurels, with this barrage of new releases for the winter: *Gary Lineker's Superstar Soccer* (a super footy game), *MASK II* (whaatt!), *Blood Valley* (a fantasy adventure), *Basil The Great Mouse Detective* (at last), *Alternative Games* (a bunch of sports simulations), *Compendium* (a load of board games) and lastly *Masters Of The Universe*™ (starring old musclebrain, He-Man™ himself).

• Argus Press Software's flagships this winter are to be *Pacland*, based presumably on the well known Namco arcade chestnut, and *The Hunt For Red October*, a game based on Tom Clancy's spy story about hunting for Russian submarines in the Atlantic Ocean.

• After letting PCW showfolks have a go on *Rampage, Plundering Hearts, Beyond Zork, Predator* and *Knightmare* (see Future Shocks), Activision will be letting the rest of us see them in the next month.

• Another software house having a bit of a mass release this Christmas is Piranha, with *Yogi Bear, Judge Death, Through The Trap Door* (see Future Shocks), *Roy Of The Rovers* and *Gunboat*.



• The Power House is still chucking out the budget titles too, with *Sword And Shield, Land Of Neverwhere* and *Mahem*, all at the powerful price of £1.99, coming out in rapid fire around November.



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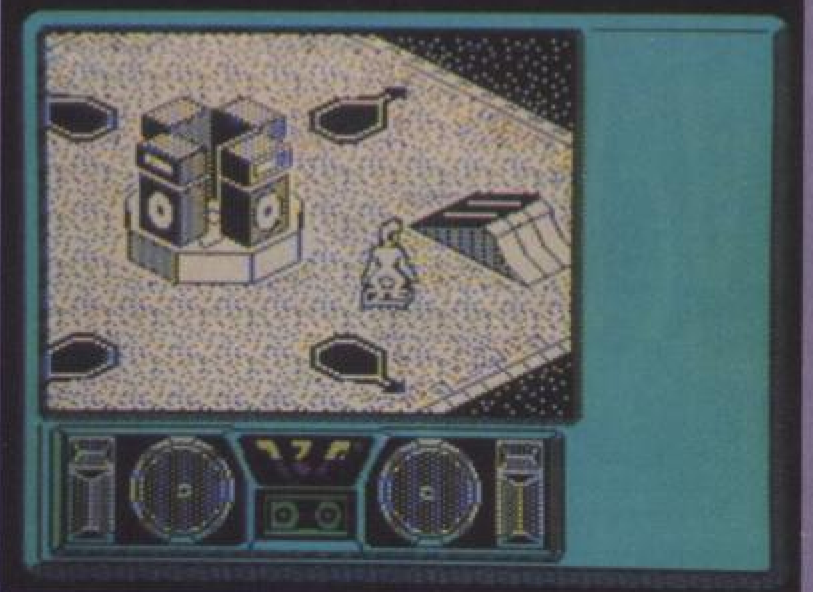
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•PREVIEW•PREVIEW•PREVIEW•

FUTURE SHOCKS

Eek! Light the blue touch paper and run away very quickly because here comes *Future Shocks.*





720° from US Gold is a coin-op conversion of the chart topping dedicated arcade game of the same name. Its unique skateboarding format has you doing flips, jumps and slaloms, and is the closest thing to a real skateboard... without the bruises!

The skater earns tickets, or street creds (ho ho), skating on the city streets in order to compete in any of the four skateparks, where he skates against the clock to earn medals and cash prizes (greedy pig!). The player can choose which of the skateparks he competes in, and in which order, so every game is different. The four parks are the Downhill, Jump, Slalom and Ramp. The titles explain themselves but basically what they are is this — In the Downhill park you have to race down the slope as fast as you can and change direction quickly without falling off your board; in the Jump park you have to do the same, but this time jumping over water traps and landing on targets at the other side. Slalom park gives you the opportunity to stretch your knees and go around the obstacles without 'blowing out', or falling; and finally the Ramp park lets you show off your U-turn ramp tricks without painting the track with your face!

After each skatepark competition, it's back on the streets and a race against time to get into the next skatepark. Skaters can use their cash prizes to buy extra equipment to help them become Champion of the Skateboarding World. The game should be out almost by the time you read this, and at £8.99, you can probably still afford to get a pair of knee and elbow guards for those really heavy sessions!

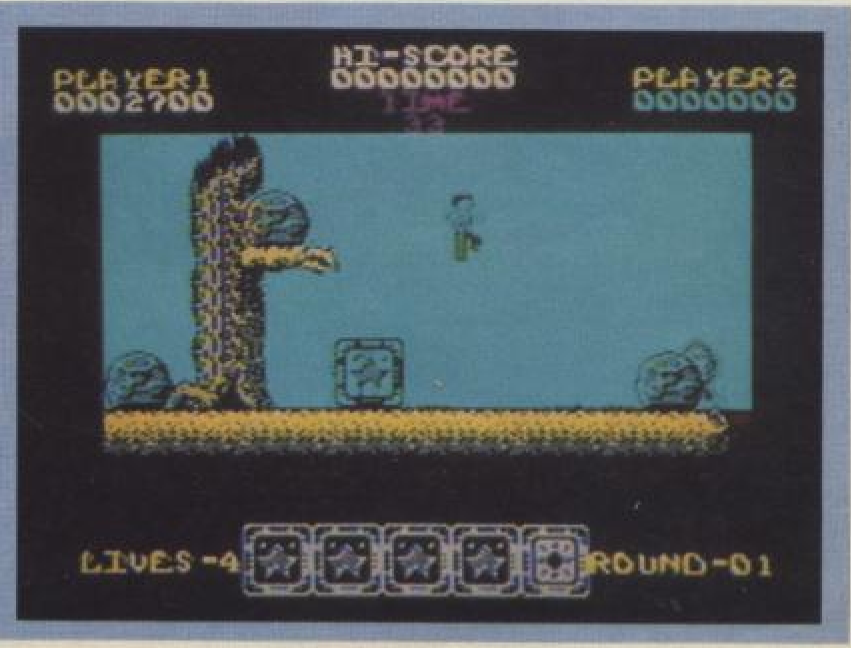
Gangway! (Whooosshhh!)



knightmare

Based on he exceedingly trendy TV show of the same name, *Knightmare* traces the footsteps of a blindfolded stooge through a fantastic TV dungeon, directed by the yelping voices of his accomplices who can see where, and on what, he's treading. And now here's Activision's Speccy conversion of this original role-playing game idea, in which you direct the stooge into certain danger in the self same dungeon. Probably priced at around £9.99, *Knightmare* will be going bump in the dark around November time.





The legend lives on. Arcade players will be delighted to hear that this old favourite has been converted for your Speccy by US Gold and its team, Tecno (who also converted *Solomon's Key*). The legendary Rygar, a man with more muscles in his earlobe than Arnie Schwatzenegger's got in his whole body, fights off wave after wave of snapping and slithering prehistoric monsters. The Speccy version should have lots and lots of levels, getting harder all the time, (oo-er) and should be out at the end of September for £8.99.

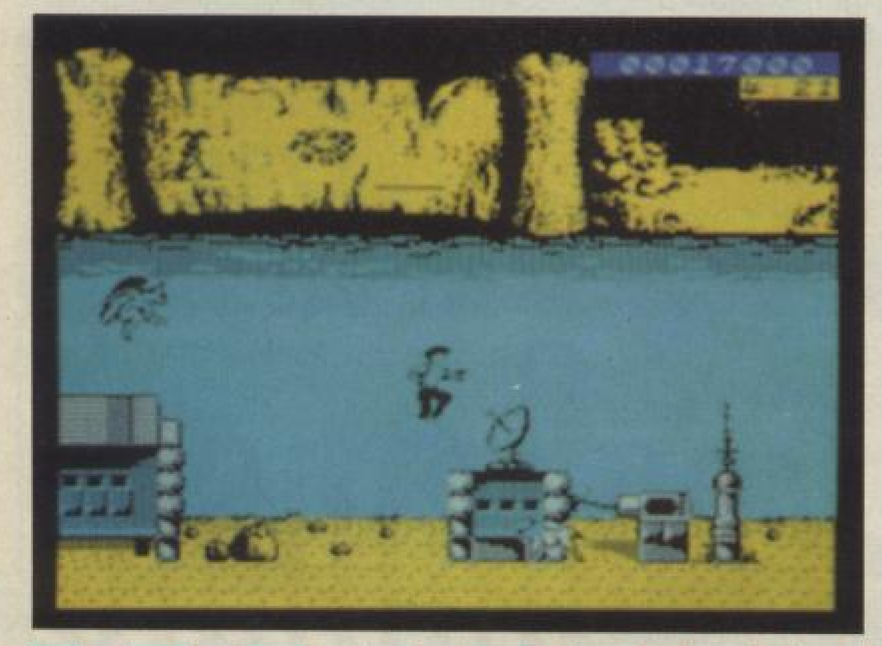
FUTURE SHOCKS

HYSTERIA

Don't panic! Let's not get hysterical! Calm down and get down from that lampstand. It's only *Hysteria*, the latest game from Software Projects, and it's much easier to thwart evil conspiracies from the comfort of an armchair.

An extinct primeval entity has been summoned through the barriers of time by a fanatical sect who can change our futures, by altering our past. (*Sounds alright to me. Could they make me a millionairess, do you think? Ed*) They plan to disrupt the future balance of power to their own advantage. And naturally you, a time warrior, have the honour of beating them to a pulp, mashing their brains in your scrambled egg and eating them for breakfast. But remember, you've got to catch and identify them first, and quickly, before your energy supply runs out. For this pleasure, it'll cost you £7.95, and you'll have to wait until October.







SUPER HANG ON.

An engine throbs between your legs, the wind's in your hair, Madonna rides pillion wrapping her thighs around your hips — and you're away babe, in Electric Dream's *Super Hang-On*. If you don't fantasize too much and pay attention to the game, you'll notice it's a coin-op conversion of the popular arcade game from Sega — a motor-cycle racing game just like *Enduro Racer*. It'll be roaring into the shops in November priced at £9.99.



BRAVESTAR

Swagger, swagger, "Get off your ass and drink your milk" 'cos here's US Gold's *Bravestar*. It's a futuristic western, based on the cartoon and range of toys. John Wayne won't be appearing in it, but for £9.99 what do you expect? It should be out in October.

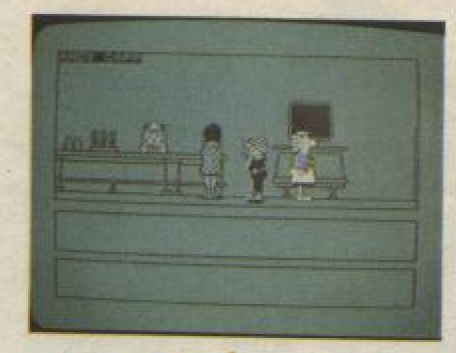
YES PRIME MINISTER



To: Prime Minister, Jim Hacker
From: Sir Humphrey Appleby
Re: *Yes Prime Minister* Game
Made by: ODE
Price: £14.95
Copies to: Bernard Woolley

As you are no doubt aware, having of course read the minutes of the meetings dated 3rd, 5th, 19th, 24th and 30th of August, of the Select Sub-Committee on Computer Games Manufactured To Lampoon Members of Parliament, there is to be a computer game based on your performance as Prime Minister. The committee resolved to allow the publication to go ahead, stating that, and I quote, "...the game could not possibly ridicule or lampoon the Minister in question more than he already does himself..." In this piece of electronic buffoonery, you have a crisis on hand, and a mere week to decide your strategy, make the country's decisions and ensure that it doesn't all end in Parliamentary chaos and scandal. All the time, how well you are coping is to be reflected by 'the polls', just like in real life. Ho ho.

FUTURE SHOCKS



ANDY CAPP

Do wot? Leave it aht! 'As it 'appens! Professionally unemployed person Andy Capp has finally got a job. In a computer game?!?

In Mirrorsoft's newest, Andy has got to scrape along for a whole week on his dole money. It's hard enough for most people, but Andy doesn't seem to have much chance of success, with the game set in locations such as the betting shop, the snooker hall and the pub. Communication is through speech bubbles and promises a laugh a minute. Mirrorsoft reckon it should be out in time for Christmas at £7.95.

FREDDY HARDEST

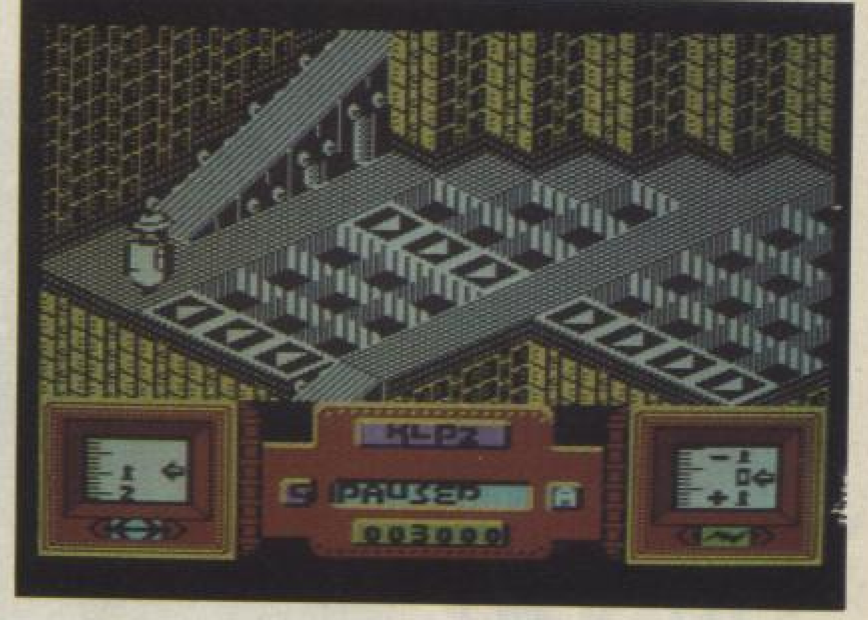


Hard as nails, tough as Tonka toys, but thick as a Prize yoghurt. That's Dinamic's new hero, Freddy Hardest. Freddy's a member of a counter espionage service somewhere out in space and after one or six too many, he writes-off his celestial rustbucket and ends up on an enemy planet. So Freddy has to search it to find a spaceship to steal, but to make things really tricky for the lad, he's got to figure out how to work the damn thing — oh and where's the filler cap? We'll have to wait till this one hits those top shelves (BLAM! That'll be £7.95 please!) to see how he gets out of it.

LAZER Tag

You've all heard of the amazing new game, *Lazer Tag*, where you don helmets and pistols and shoot all your friends and rellies with real lasers. Well, now US Gold have wacked it all on a cassette and you can play the game on your very own Speccy, without all that tiresome running around. It should be out in October for £9.99, so save your energy for then.

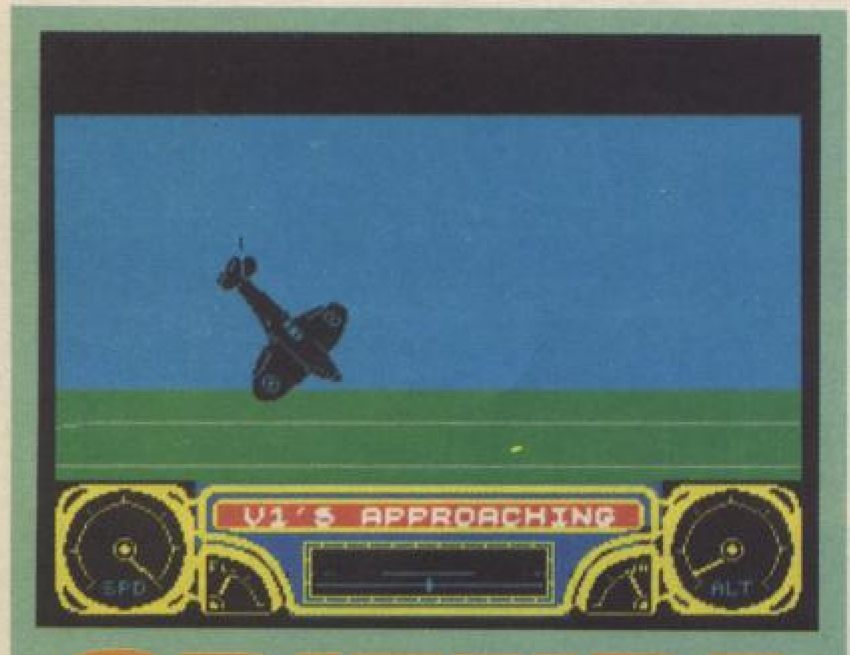




Do you fancy being a meknotech droid? Me neither, big boy. Well in Magnetron you are Quazatron hero KLP2, who has been transported to the space platform orbiting the planet Quartech. You have to destroy the reactors controlling those wibbly wobbly marauding alien hordes that get just about everywhere these days. Rack-It's *Magnetron* will be out in Nov. at £2.99.

MAGNETRON

FUTURE SHOCKS

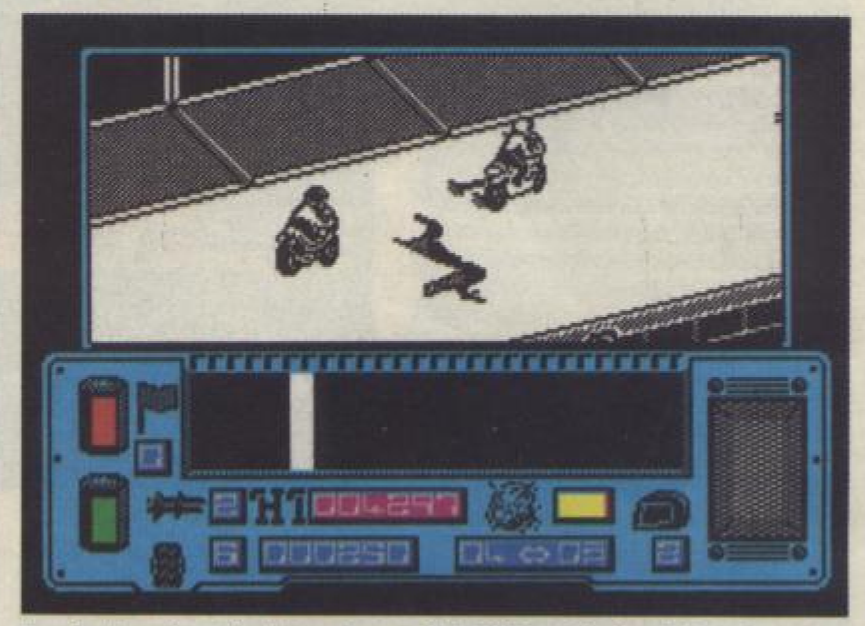


SPITFIRE

Chocs away, batman! No, not you, Batman, we were talking to our 'batman', that chappy on the grind over there wavin' those jolly old bats in the air, don'tcha know? *Spitfire* is a crackin' new aerial combat simulator, from Durell, and it looks to be the fastest thing in the skies towards the end of November. You fly through the air scrolling left to right, up and down. Mind you, it's advisable not to go too far down, as you pile into the ground at a rate of knots, what? Haw haw haw! The animation is top hole and the V1's, or 'buzz bombs' as they're known in the trade, are as real as they can be and will blow you out of the sky sooner than you can say 'Jimminy Cricket'! I say, what? Priced at £9.95, this jolly old prang 'em up should be a real corker, what?



It's the 21st Century and you're living in a leisurely world where roads are redundant but the M25, for want of something better to do with it, is now a Battletrack. (*I thought it already was. Ed*) You are a member of a band of outcasts whose idea of a good laugh is running people off the road whilst racing on the Battletrack. It's tough on the streets, and to prove it you have to beat all the other bikes off the track to win the grand prize. Incidentally, anyone with a record breaking score will be invited to a real life play-off in Mirrorsoft's office and have a chance to win a real Mountain Bike. Zowie! The game will be out in October for £7.95, so rev up your engines, bounce on your kick-start and vroom out to the shops and buy one.



Here is where the action takes place, on the Battletrack. In the old days the problem used to be steering around the other drivers without pranging anybody. But in the 21st Century, pranging them before they get you is the only way to survive! (Dan dan daaan!)

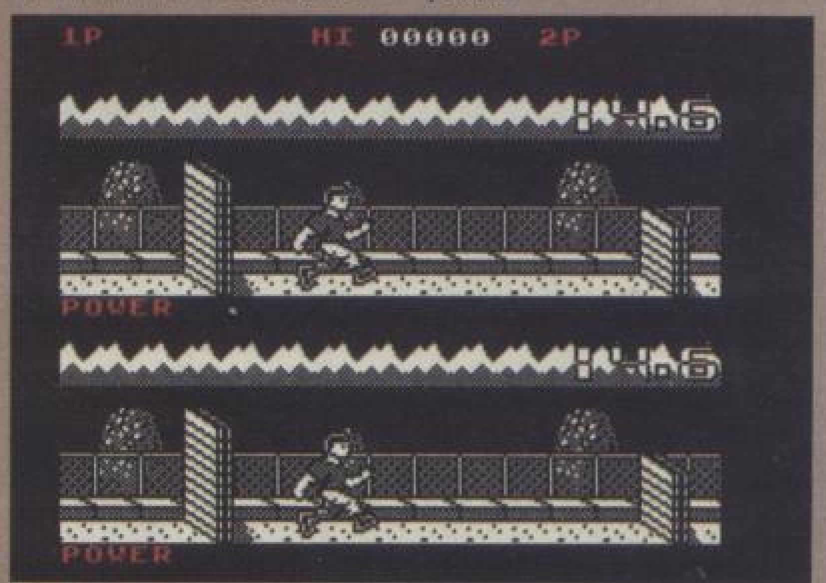


JACKAL

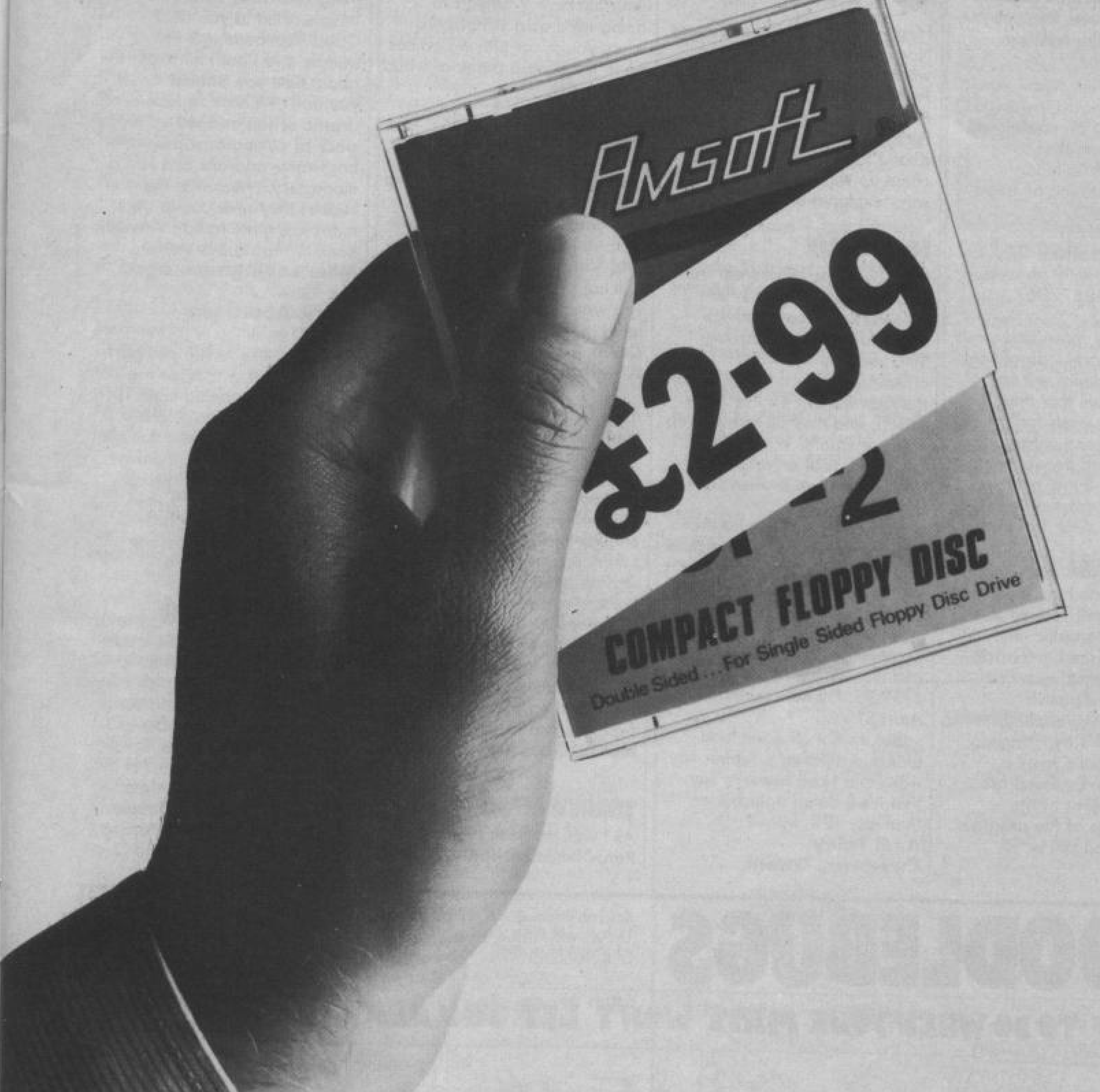
Like so many vertical scrolling shoot 'em ups, *Jackal* from Konami is a simple story of everyday folk. The folk in this particular coin-op conversion have one goal in life, and that is to barrel down the road, guns ablaze, in a heavily armed jeep. Do it every day, don't we? The thing about this one is that it's VERY fast! So if you like a lot of speeding on your licence, join their club! *Jackal* is out in November priced at £7.95.

COMBAT SCHOOL

If *Combat School* was your favourite game in the arcades, it'll soon be your favourite on the telly too! Ocean, never a slouch when it comes to the peachiest license deals, is as we speak creating the Spectrum version of this chart topping arcade smasheroony. As you can see from the screenshot, all the same gruelling tests are present as were on the coin-op, and boy! Do they look TOUGH? Just like the arcade game it's got the obstacle course, three different firing ranges, iron man race (a sort of boating race), arm wrestling, and finally a punch up with your instructor, a real hard geezer. That's seven games in one, and what better value could you ask for? What? You want them all to be good, too? Well, the pre-production sneak preview graphics we've had look very good, so the finished article must be brilliant. And the best news of all is that you'll only have to wait a teensie bit longer to play it for yourself!



FLOPPY DISCOUNTS.



If you're used to floppy discs with stiff prices, we have good news. Amstrad now sell 3″ compact floppy discs for £2.99.

They're suitable for the Amstrad CPC 6128, PCW 8256, PCW 8512 and the new PCW 9512 and all other computers that have 3″ disc drives.

Each disc carries up to 360K of data (on the 8512 and the 9512 this doubles to 720K).

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WRITE TO THE ED, *YS*, 14 RATHBONE PLACE, LONDON W1P 1DE

Star letter winners receive their three fave games! All letters win a YS badge.

SENT UP

While playing Firebird's mega-mega-mega-etc game, *The Sentinel*, myself and a friend, Rob Dickson, decided to print out the title screen. Imagine our surprise when the message 'SEEKING RELOAD BLOCK 42' printed out. Its ink colour would have been black, so it wouldn't have been seen on-screen.

Does this mean that some more levels will be made available for sale on an extra tape by Firebird?

Adam Sotheran
Romiley, Cheshire

PS We are currently on level 7253, code 21887706.

After talking to those likely lads at Firebird I learnt... absolutely naff-all. All Firebird will say is that it is possible that there'll be some extra levels for The Sentinel *but it certainly won't be this year and possibly not next. Hang on a mo, maybe it was talking about that highly illogical game,* Star Trek. **Ed**

VIVA L'ESPANA

It's my duty with Francisco Alexandre to tell you the truth. *The Peeker*, a graphic utility that was published in the last issue of your mag, was first published in a Spanish magazine — *Microhobby*, no. 78 — and is by Francisco Alexandre. Khalid Jamil is telling porkies. Enclosed are three photocopies of the original listings of the program which was, and still is "El Espia".

Sorry about my English, but I think it's better than your Portuguese.

Paulo J Lucas Martins
Viseu, Portugal

Hasta la vista! Ole, ole! Buanos Noches! Uno servesio! So what's wrong with my Portuguese? Well, strong words Paulo (even if they were in Portuguese). I think it's over to Khalid to defend himself and come up with an exclamation, sorry explanation! **Ed**

FOLEY FOLLY

My 128 +2 is knackered! I am scrawling this to give your followers a piece of advice — don't buy Amstrad/Sinclair! They must be the worst computers around (well, except the Commode +4). I've had EIGHT, and they all screwed up within a month. What's more, I lost (sniff, sob) an original of WAR. Good job it wasn't a decent game!

However I must praise the staff at the Cwmbran branch of Currys. I know they've had a lot of bad PR (*They have? Ed*), but they always replaced my machines, no problem. Eventually I asked for a refund, and was simply handed £159.95. I'm now saving for an Atari ST.

But it's not all doom and gloom. I still own a rubber-key 48K, and I can honestly say that it's a damn sight better than any 128 +2!

Axel Foley
Cwmbran, Gwent

Are you accident prone perhaps? I've never heard of anybody else who's had as much bad luck as you with their computers. It's possible that your Speccy+2 objects to being used as a skateboard when you're not playing games on it. Try using a plank of wood instead. **Ed**

ZILCH INPUT

How's about making the message length in *Input Output* a line (or six words) longer? Oh, and on the subject, I have sent no less than six ads in, and had no more than 0 (zilcho) printed. Sorry, but if you want my praise, you'll just have to do better.

Colin Campbell
Kilwinning, Ayrshire

If we increased the message length in Input Output by an extra line you'd have even less chance of getting one printed. We receive thousands of entries a month and there just isn't enough space to print them all. I think you've been pretty lucky getting none printed out of six. It could've been out of 200! But seriously we do try to print as many as we can — the best way to increase your chances is to write clearly and legibly in the allocated space and send separately to the Input Output section. Good luck! **Ed**

TORRYD AFFAIR

As I was teaching my half-Peruvian, lesser-spotted, three-footed budgie Pythagoras' theorem for the fourth time, I realised that you never, ever, print totally sane letters in your fabulous and really trendy mag. This is the third time I have written to you all at Castle Rathbone and my budgie and I both think it's about time you printed me. If you don't I'll have to take drastic action and sell up my stock of computer software, hardware, add-ons and join a monastery. I hear that the clothes they give you to be a monk are quite trendy. Anyway, back to the serious stuff.

Mike Ledingham, aged 1½
Torry, Aberdeen

I wouldn't like to see you get into any bad 'habits' so I've relented and printed your letter. Here's a joke to cheer you up. What did the Friar use to open the door? A monkey! Ha ha, thought you'd find that a bitorralaff! **Ed** *PS Is your stock of computer software cheep budgiet stuff by any chance?*

SPOT THE MISTAKE

Erm, is Brian there? His cream for the boil on his bottom is ready, if you'd like to pick it up.

Oh sorry! Wrong address!

Andrew Geoghegan
Bradford, W Yorks

As it happens Phil could do with a zit stick after all those cream cakes he keeps stuffing himself with! **Ed**

DOODLEBUGS

Keep on doodling — it's a doddle! Send your cartoons to Doodlebugs, YS, 14 Rathbone Place, London W1P 1DE. There's a prize of a new game for each cartoon printed.



This month's cartoon comes from Jeremy Jackaman of Bury St. Edmunds who wins a new game for his efforts.

Letters

MANGO MANIA

I am the leader of the Polish Mango Society. My colleagues are The Man, Slaphead 1, Slaphead 2 and Fartin' Martin. We all love Sigue Sigue Sputnik, Run DMC and the Beastie Boys. Hello to Lloyd and Smiley as well as Poofter Hesford, Boghead Jeffries and Kind Dude Squires. We also have another society. It is the Guru Appreciation Society. We worship Guru Nanak and Guru Gobind Singh (all trendy lads). I think that *Ultimate* is crap and 3D games are boring (with the exception of *Head Over Heels*, which Slaphead 2 owns).

Mr ZX81 Powerpack
Stratford-on-Avon, Warks

I'm particularly fond of mangoes myself. Oh, and I love bananas and fresh pineapple makes me drool too. And kiwi fruits are simply delectable, not at all like Kiwi men, though it has to be said (It does? **Marcus***) that lecherys are the best of all!* **Ed**
Don't you mean lychees? **Marcus**
PS Don't ever write such a load of old trash again. **Ed**

KEEP ON THRUCKEN

May I offer my congratulations on your new *Program Pitstop* routines. As a new computer user I found them very interesting, and was well pleased with the end results. I have recently purchased a Spectrum 128 +2, after the children's 48K was accidently wrecked (note date of birth — 18.8.42 — mine, that is, not the 48K). The sound routine by Tim Follin was a joy to hear. All members of the household look forward to your excellent publication every month — keep up the good work, and may we have more of the same.

M A Depear
Thrucken Holt, Lincs

You can indeed have more of the same thing 'cos every month we'll be packing Program Pitstop *with even more handy hints from a bevy of top name programmers and loads of readers' racy routines. So stick with* YS *and keep your eyes glued...* **Ed**

MILLER SHITE

A very quick line indeed to tell you to sack T'zer and bring back Program Power and Kevin Cox. Have you noticed that YS is remarkably similar to *Smash Hits*? *Frontlines* is similar to *Bitz*, posters in the middle, letters, *Hack Free Zone* is similar to *Get Smart*, *T'zers* is like *Mutterings* (well it used to be). Where does this influence come from? Does T'zer read *Smash Hits*? And why is T'zer called T'zer?

Steven Miller
Great Yarmouth, Norfolk

Are you mentally deranged? What on earth do you want to bring Kevin Cox back for — he's already done enough damage. As for the similarity of YS *and* Smash Hits, *I don't think they're at all alike. When have we ever had a pin up of Mel Gibson or Madonna? And the answer to your last question — why are you called Steve? I suspect it had something to do,with your parents!* **Ed**





TRAINSPOTTER AWARD

Re: Multiface 128 Special Offer.
Me finks £44.95 − £5.00 = £39.95.
You finks £44.95 − £5.00 = £24.95.
We finks different.
Me finks you finks wrong.
Me finks Trainspotter Award due.
Fanks,

Paul Thomas
Broadgreen, Liverpool
PS Goodbye!

Me finks you finks someone at YS made huge cock-up on Special Offers page in August issue of mag.
Me finks you finks right.
You finks you deserve a Trainspotter Award.
Me finks you finks right.
Me finks it was nowt to do with me but apologies to everyone who ordered the Multiface at the incorrect price. **Ed**

OOPS UPSIDE...

"And we've just heard that Michele Alboreto has again retired from the Grand Prix... with reported stability problems..." "Er, actually he's upside down Murray." "...Oh my God! Michele Alboreto is driving upside down! This is just amazing! And so is Stefan Johansson in his McLaren! I don't think we've seen anything like this since..." "Actually, Murray, I think it's those wallies at *Your Sinclair* printing the screenshot for *Grand Prix Simulator* upside down." "...You don't mean the one on page 10, do you James?" "Of course I do, you senile old moron." "Well in that case I think they ought to give Simon Barnard a Trainspotter Award!"

Simon Barnard
Herne Bay, Kent

Well spotted! The screenshot was indeed upside down and a Trainspotter Award is on it's way. This slight cock-up was all due to Peter, the Art Ed who thinks he's an Aussie. You should see his bilabongs! **Ed**

WORRA HUNK

We are the two avid readers of YS and we were pleased to see the four tasty chunks in the September issue. We were wondering if we could have a signed photograph of Peter George and some information about him. We like the rough and rugged look!

Hope you can oblige.

Helen and Elaine
Brixton SW9

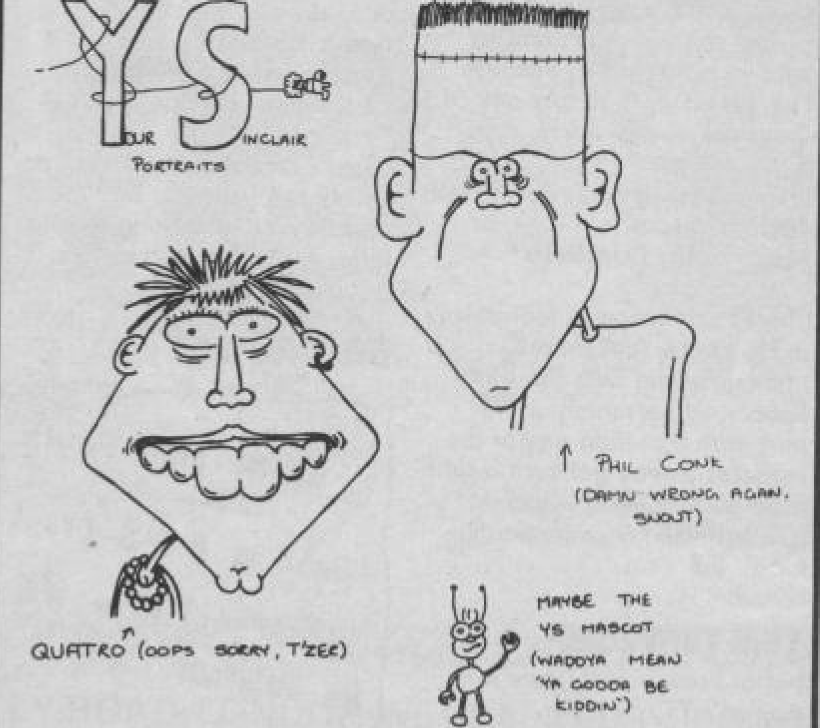
*Peter is 5/2", 16 stone has one blue eye and one brown and mousey hair. He loves the Bee Gees, hates physical exercise and spends a lot of time wearing cap sleeve T-shirts and strutting! As you can see he's also very photogenic...***Ed** *You summed me up beautifully — I'm as rough and rugged as they come. If you want a good time you can't go far wrong with me.* **Pete** *He's also a pathological liar!* **Ed**

GRAND PRIX BOOB

With regards to September's edition of *YS*, on page 10 in *Future Shocks* is a screenshot for a game called *Grand Prix Simulator*. I don't know about you but I think you must be a load of Grand Prix not to notice the screenshot's upside down. I hereby make a claim for a Trainspotter Award.

Tone Villacci
Bevendean, Brighton

If you stand on your head and read the review you'll find that the screenshot isn't upside down so I'm afraid you don't qualify for a Trainspotter Award so ner! **Ed**



Barry Baz, The Spaz Cheeseman from Swindon, Wilts sent us this charming doodlebug of T'zer. (*Don't think you're getting a prize from me now! Fume! Ed*)



HAMSTERUNG!

I was reading issue 20 and I found a mistake in *Hit List*. It said that we have lost Curse Of Sherwood but there it is at number 9. I think Marcus got mixed up with the prices in the review of *Wolfan*. He said it was £2.99 but it's really £1.99. If I don't get an award I'll eat my hamster.
Stuart Oliver
Lawrieston, Falkirk

As much as I can't stand cruelty to animals I have to say that you're right. Marcus is a complete wally and did indeed make a terrible error in the Wolfan review. Still, I'm not sending you a Trainspotter Award 'cos I'd love to see you doing Freddy Starr impressions. **Ed**



A 'ham' sandwich!

SORRY STATE

I was flicking through the Sept ish of this fabulous magazine of yours when on page 38 I read the headline 'What will you be playing this Christmas?' I have no choice, I'll be playing on my good old ZX Speccy, not a +3, not a Sega or Nintendo games console. You want to know why? (*No. Ed*) Because I've got no dosh to buy any of these out-of-this-world, super-duper things.

Yours feeling-sorry-for-myself
Neil Watson
Maryport, Cumbria

There's no reason to feel down in the dumps 'cos there's nothing wrong with the 48K Speccy. I'd personally rather play with that than any of the consoles — you get such a thrill after all that knob twiddling (Oo-er) when a game finally loads. **Ed**

YUM YUM YUM!

Hallo! I saw your picture in August's *YS*, and... er... hmmm... aaahh... er... (a few years later) er.. hmm.. will... er... will you... ahh... will you marry me? Oh! I'm already imagining our marriage, you with a pretty red dress, and I with a yellow suit.
Sandro 'Coach' Silva
Setúbal, Portugal
PS I'm 94 years old.

Sounds like you're colour blind to me! Other than that small defect you must have 20:20 vision, but I'm afraid you're not really my type — I go for the older man! **Ed**

SMALL PRINT

If this letter gets printed I'll eat all my other computer mags with tomato sauce.
Robert Redfern,
Plymouth
You can eat those words, literally, you saucy devil you 'cos here you are in print! **Ed**

Please excuse the bad writing but I just chopped my hand off.
Patrick Walsh, Slough
Sorry I couldn't read your letter 'cos it was covered in blood! **Ed**

Can I have all your games when you've finished reviewing them?
Monk D'Wally De Monk,
Castledawson
No you flamin' well can't! **Ed**

When my brother first heard of you, he thought you were a drink.
Robin Stewart,
Cirencester
Long, cool and fizzy! Yeah that describes me pretty well. **T'zer**. *(More like sickly, orange and fattening.* **Marcus***)*

SECRET AGENT

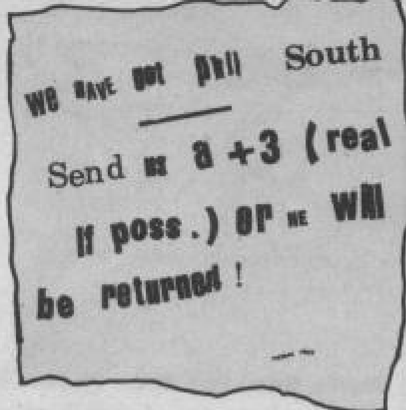
You are going to print this letter to make up for all the misery and agony you've caused me.

Remember that lovely little program in the Star Letter in your August edition? Well it drove my Speccy bonkers!!

Firstly it tried to convince me that it was a member of the KGB and was after a particular Commodore computer. Then it started hissing, and it wouldn't stop wriggling on the desk. And then, if that wasn't enough, it got me in a half nelson on my bedroom floor. I expect full compensation by making this your Star Letter — or else...
Sean Rowan
Castlebar, Co Mayo
PS Cheeky little liar, aren't I?

Leesen carefully 'cos I shall zay zis only wunce. Bog off! You certainly aren't getting the Star letter for telling porkies to a Double agent. **Ed**

HELD HOSTAGE


We have got Phil South

Send us a +3 (real if poss.) or he will be returned!

Thomas Price
Location unknown

How could you be so cruel to a completely innocent human being? Allowing them to suffer such inhumane torture. You can't possibly do such a dirty deed and send Phil back here. I haven't actually got a +3 to hand but I could send you three of your fave games if you promise not to send him back. I couldn't bear it! **Ed**

WORRA COCK-UP

I think I spotted a spelling mistake on the Ocean advert for its latest Dinamic game. In the ad it says *Game Over*. Shouldn't this be "Game Oo-er?"
Barry Lanes
Hastings, Sussex
PS Don't call me a poor little pussy again — my mates were making jokes (dirty ones) for weeks.

Some people are so catty aren't they? Well, don't take any notice of your horrible friends just shout, 'sticks and stones can break my bones but words can never hurt me so bog off you nerds!' **Ed**

KINDLY LEAVE THE STAGE

This month's appallingly naff jokes come from **Jon Freeman** of Plymouth, **Iain Habeshaw** of Scotland and **Jonathan Bell** of Ashtead, Surrey.

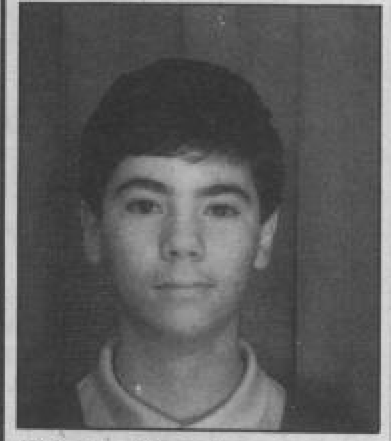
Q: Why don't worms have balls?
A: Because they can't dance.

Q: What's pink and hard?
A: Miss Piggy with a flick knife!

Q: Why did the boy feel a wally when he saw a bird?
A: 'Cos it went, 'twit, twit'

Groan! Surely you've got a naff joke better than this lot? If you have, send it in to Kindly Leave The Stage, Your Sinclair, 14 Rathbone Place, London W1P 1DE. All those printed win a YS badge.

DESERT ISLAND DISKS



This month's castaway, stranded on an island with nowt but his Speccy and a 50p photo booth to keep him company, is **Craig McBurnie** of Washington, Tyne & Wear. Take it away, Craig... *(Oi! Bring that back! Ed).*

Elite/Firebird
Must be the most playable space shoot 'em up game yet and I love jumping from star to star blasting mean Thargoids.

Leaderboard/US Gold
Refreshes the parts other golf simulations cannot reach.

Chaos/Games Workshop
Brilliant Dungeons & Dragons strategy game — not many people have played this, but those who have, all agree it's wizard (groan!).

Into the Eagle's Nest/Pandora
What a game for the start of a new company! Best of the *Gauntlet* clones. I took to this game quicker than you can say Slobodan Zivojinovic.

Auf Wiedersehen Monty/Gremlin
Boo hoo! Sob! The last Monty game, but what a way to end. Words can't describe it.

Ad Astra/Gargoyle
Golden Oldie shoot 'em up, king of the bunch. Superb game that always drags you back for more.

FA Cup Football/Virgin
No I haven't cracked. I like this footie game, even though it's very simplistic. Watching Tutts Clumps Reserves beat Liverpool 3-0 has you on the edge of your seat.

Formula 1/CRL
Vrooooom! Highly playable racing car simulation with a difference. Excuse me, I've got a Brazilian Grand Prix to win. Vrooooom!

What are your eight fave games? Write to Desert Island Disks and tell us. You could win a badge and three brand new games! Whoopee!

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WEREWOLVES Of London

AaaoooOOOOoooowww! In Viz Design's new *Werewolves Of London*, *Phil South* finds himself barking up the right tree, for a change.

Ooo! It was really weird, you know. One minute I was in my house drinking my cocoa and saying to my girlfriend what a lovely moon it was that night, and before I knew it I was standing in the woods next morning in ragged clothes surrounded by bits of policemen. Phew! Thank goodness it's only a game!

Werewolves Of London is the new game from Viz Design, Ariolasoft's arcade-adventure label, and in some respects is a follow-up to its recent *Bride Of Frankenstein*. What an ideal opportunity to pounce around London on all fours ripping people's throats out. (*Sounds like a normal night out to me! Ed*) The story goes that our hairy pal was cursed by the head of an aristocratic and rather Sloany family, and in order to rid himself of this curse he has to chomp all the big guy's descendants. Hmm, that's a daunting prospect even for the hungriest Big Mac fan! But our furry footed hero is game, so off he howls into the night, teeth gleaming, in search of bones to pick.

The game is similar in layout to *Bride*, except that it's much larger and there's much more of everything that made the last one such a blast. There's also a lot more people in the game — gun-toting cops, passers by, and of course the eight Sloany descendants you've got to finish off before you can have your pudding. In fact, there are so many people that on occasions you can get 'crowd scenes', where up to eight sprites are on screen at the same time, all milling around with their own preprogrammed objectives. Of course, this slows things down a bit, but it works and is an indication of how complex the game can be.

There are a lot of locations to explore, from the wooded sections of the park, through the city streets, as high as the rooftops, and deep down in the tube stations and sewers. In this massive map of the city you must comb the streets for your victims, and let's face it, anyone as hairy as him won't be short of combs! Ha! Ahem.

Okay, so *Werewolves Of London* looks to be a very good game, and in a game that deals with the horror genre, it's best to poke fun at the subject rather than go for out and out terror. Mainly because it's hard to frighten people with a three-quarter inch sprite, but it's possible that if you get people laughing at gruesome goings on, they sometimes get more scared by the idea behind what they're playing.

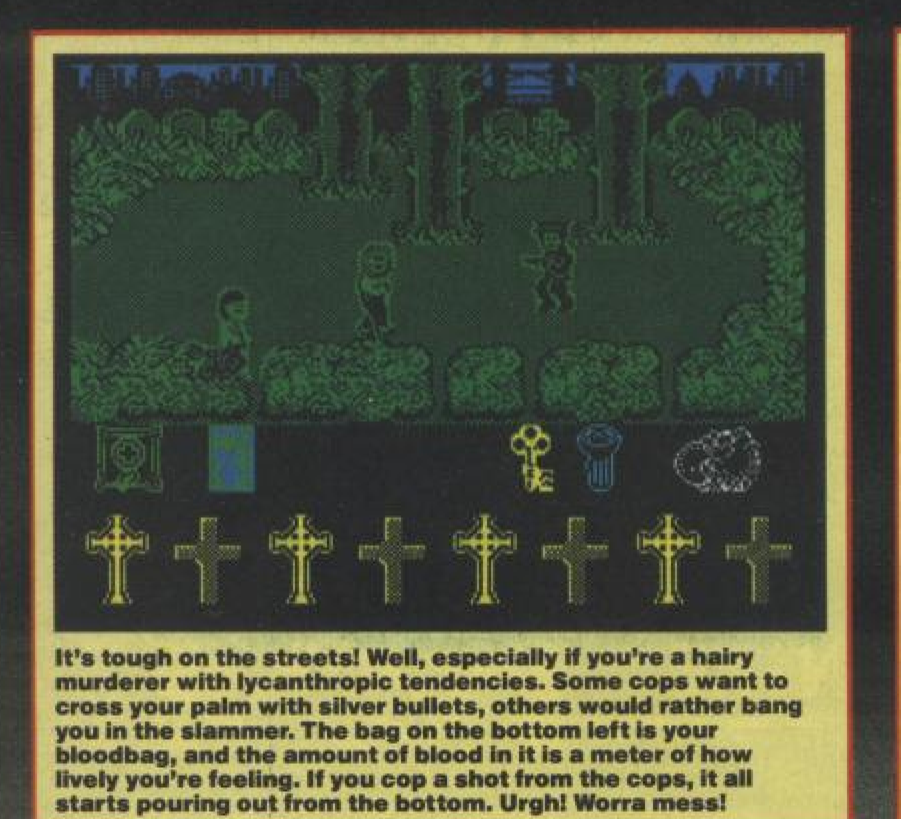
Werewolves will be out a couple of weeks from now, so keep your windows locked and... Oh yes, and never trust a man whose eyebrows meet in the middle! AaaaaaoOOooowwwww!!

The manhole covers provide you with an entrance into the sewers... phew! Not the nicest smelling escape route, but one of the most convenient. You've got to find the coverlifter first, though.

Snacktime! Although you only have eight intended victims, you can chomp anybody in the game to top up your bloodbag. Even the police can provide fast food. But you have to make it snappy. (Groan!)

The policeman with keys will bang you up in chokey if they catch you, which is tough luck if you haven't got a file or a coverlifter, 'cos then you're stuck there with no way out!

Cheese it, it's the rozzers! The coppers are out for your blood, which being as all the blood you've got is someone else's anyway, is a bit strange. If they shoot you three times, you're a stiff.



It's tough on the streets! Well, especially if you're a hairy murderer with lycanthropic tendencies. Some cops want to cross your palm with silver bullets, others would rather bang you in the slammer. The bag on the bottom left is your bloodbag, and the amount of blood in it is a meter of how lively you're feeling. If you cop a shot from the cops, it all starts pouring out from the bottom. Urgh! Worra mess!

And just as you chomp the last of the eight Sloanies, the cops come back and bang you up with a couple of engagement rings worth of silver! Tsk! In the vicinity of one of your intended victims, the next cross will flash at the bottom of the screen, and if you manage to chomp them, you get to keep the cross. You can chomp the coppers too, but you've got to be quick, or they'll shoot you!

FAX BOX
Game .... *Werewolves Of London*
Publisher .... Viz Design
Price .... To Be Announced

HOOWWLL!
LEAP!
OLICE
PHEEP!!
JAIL
UNDERGROUND
TICKETS
OI!
GRAB!
WERE-WOLVES EXTRA

Leaping over the rooftops is no guarantee that you'll lose your pursuers, but it's worth a try. Going over them, down an alley and down the sewers or into a tube station might do the job, though.

Collecting bandages means you can patch up your bloodbag if you've taken a couple of bullets. But watch out, 'cos there's only a limited supply.

Non-player characters, anyone who isn't you, not only carry a nice warm blood supply, but also some very useful objects, like coverlifters, tickets for the tube, money, and torches.

Urgh! Horrible Sloany type here, looking for a chomping. Remember you've got eight of these to get through before you can rid yourself of the foul curse!

Negotiating the barriers in the tube stations can prove a bit tricky. You can either chomp somebody with a tube pass, or some money, or try to jump the barrier.

Trying to run to the next station down the tube tunnels without a torch can be hazardous to your health. It's a handy way of getting about but make sure you don't bump into anything nasty on the way.

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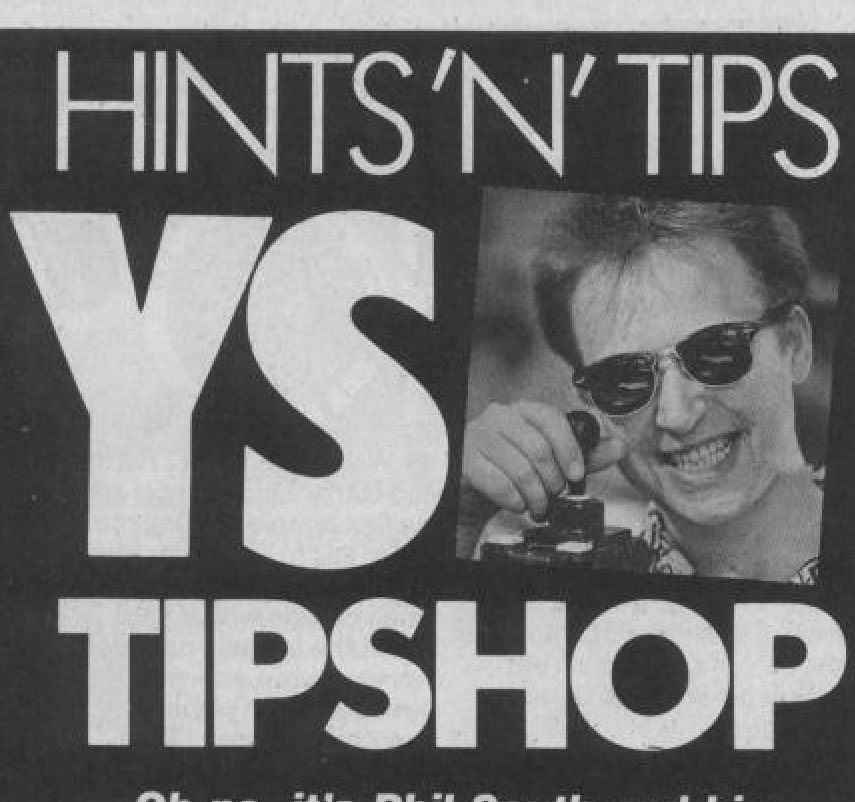
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Oh no, it's Phil South and his hints'n'tips again! Still, he does eat exceedingly good cakes...

Hello again, it's me again, your friendly neighbourhood hintin' and tippin' gutbucket, Pee Snout Esq. And in a packed program tonight we've got maps and hints for *Bubbler, Enduro Racer, Nemesis, The Warlock, Game Over, Zynaps, Jackle And Wide, Survivor, Killed Until Dead, Micronaut One, Road Runner, Barbarian,* plus *Hacking Away* and all our usual map giveaways, jokes, laughs etc. But enough of all this introductory bilge, let's get stuck into the tips!

Jackle and Wide

● It's nice to see that some people rated this corky little game, as you can see from this tip by **Benjamin Wright. "To complete *Jackle And Wide,* first get the sea-sickness pill, as this stops the flood water in the first sewer. Pick up the vanishing hero and axe, but not the sparkling gem as this has no use. Cut a path to sewer 7 with the axe, go above it and drop the axe. Go to the side of the rock at the top and drop the vanishing hero: the rock will disappear. Take the key and sponges, but not the wine. Drop the key in keyhole 3 as this is the safe one, then travel up to the last sewer. Make sure you have the three large stones 'cos if you fire these at the floating spikes you regain your strength. Good luck!"** And good luck to you too, Ben!

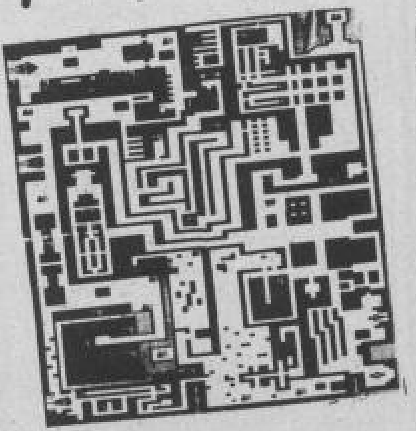
Road Runner

● I've just had a little run of tips on *Road Runner* (meep meep), in particular those from **Craig Poland** and **Dean Rowley.** Craig says that if you **"hold the keys R, T, H and B down on the title screen, you have infinite lives."** Well, that's nice, but what about all those dead ends on level 3, Dean? **"Well here's a list of directions to avoid dead ends: up, down, down, up, up, up, down, down, up, down, down, up, down, up, middle, down, up, down, up, up, middle, middle, down, down, down, up, down, and down. Okay?"** Okie dokie, Dean, and may you never run out of seeds.

Barbarian

● Another very popular game which had some visible assets on the cover (fwor goar yuk yuk yuk) was *Barbarian.* **The Man With No Name** from Belfast has discovered a neat little bug in the program which could allow you to win. **"When you are about to fight, get a friend to press SYMBOL SHIFT (or Extended Mode on a +2) and the game will slow down! This is especially handy when fighting Drax himself."** Thank you, Man, the badge is on its way. (Badges? We don't need no steeking badges!)

Panzadrome Map Offer



● The freebie maps of *Sceptre Of Bagdad* and *Livingstone I Presume* are so popular that I'm going to offer you another one this month. All you have to do to get your free *Panzadrome* map is send a largeish sae to *Panzadrome* Map Offer, Your Sinclair, 14 Rathbone Place, London W1P 1DE. This really is a corky map, done as screen dumps from the game. To make it even more worth your while, I'll throw in a full size photostat of **Jaime Cristobal's** *Game Over* map Can't say fairer than that, can I?

KEY TO ZYNAPS ©S.Thurman 1987

G — GUN
⇦ — ALIENS
B — BLUE ALIENS
R — REDDISH ALIENS
A — BIGGISH ALIEN

Zynaps

● Here is a map of the first level of Hewson's *Zynaps,* specially made in Leicester by **Scott Thurman.** He asks in his letter whether anyone has a cheat mode of *Antiriad* or *Fighting Warrior.* Any bright sparks out there found them out? Incidentally, I might have a freebie *Antiriad* map in the next Tipshop. Interested?

TIP O' THE MONTH

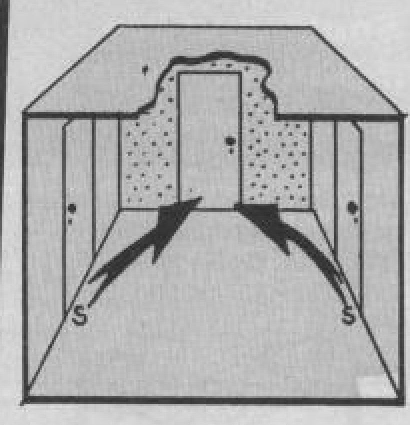
Game Over

● An enormous mound of tippers have been playing *Game Over* this month. Could it have anything to do with our fabby poster we gave away a couple of issues ago, I wonder? Still, whoor, eh? Anyway, it seems all these cheeky chappies have completed the game, once they'd torn their eyes away from the packaging, that is.

In order to get from the planet Hypsis to the second planet of Skunn you need a special password, a code number of 18024. This allows you to enter and play the much harder level on the other side of the tape. Many thanks are due for this excellent playing to the following tipsters: **Paul Jennings, Billy Smith, Christian Erskine, Stuart Anstis, Gaz Dowding, Jeffery Savage, Alan Ponsford** and **Antony Espindola.** As well as this vital piece of information, some other players even finished the game with enough juice left to give us a few tips. **Robert Syeruncle** was first with this, **"Jump to the far side of barrels, in case when you zap them they turn out to be mines, or jump on top of them so you can shoot the laser turrets." Johann Sebastian Derboid** had this to say, **"If you find your passage blocked by a mine, shoot other things in the room until your energy is about to drop out then walk into it. This will remove it, so it won't be there when your next man comes up."** And finally, **Jake Thackeray's Chicken** (I don't believe some of these names!) came up with this, **"When you get to the giant Orko, make sure you have shields. Run through him whilst firing and lobbing grenades and you'll get through. This also works with the robots."** Brilliant, guys, and keep those hints and tips coming.

Short Circuit

● Just a quickie on this, admittedly older, megagame from **Scott Charlton.** It seems that Scott (Ah... gee, ah... Mr Tracy...) has found a bijou little bugette in the program. **"When you go next to a wall down a little from a locked door, and move up and away from it, you go straight through the door! Here's a diagram:**



"See? I've marked an S to show where you have to stand before moving." Well thanks, Scott. Thanks also for the map, but we've already done one of them. Ta anyway.

Micronaut One

● Well done, **Stuart Henny** and **Garry Sinclair,** you are the first people to send me a tip for this fruity Nexus game. Take it away. **"Collect the small clouds which float about the tunnels as these increase your energy. Destroy all the webs by shooting the grey blobs. Don't shoot the eggs, as it wastes energy. Only attend to the ETUs when they are at 'Danger' or 'Critical', or you waste time. The other objects in the tunnel are only there to get in your way, so don't waste energy shooting at them. The first three levels are the Tunnels Of Ceres, The Tunnels Of Ganymede and the Tunnels Of Phobos."** Thanks boys, and may your ETUs never darken and may your webs be little ones.

Game Over

HYPSIS

SCKUNN

BARREL BONUS
INCREASES GRENADES
POW UP INCREASES GUN POWER
INCREASES POWER
GIVES IMMUNITY
KILLS YOU

● It seems that the Spaniards are cleaning up in the Spectrum games business. And to prove it here's a map of the Spanish game, *Game Over,* by a Spanish tipster, **Jaime Cristobal.** In answer to your question, Jaime, YES! Please do send us more maps, but remember to enclose your address, 'cos we can't send you a badge otherwise. (PS. Thanks to **Ryan Copeland,** who also sent me a terrific *Game Over* map. Sorry, but Jaime's was easier to print and slightly more complete, but I'll send you a badge anyway, 'cos you worked really hard on it. Okay?)

PRACTICAL POKES

He's back! *ZZKJ* brings you the zappiest POKEs and the craziest hacks!

Watch ya'all think about that li'l ol' PCW show then? Big? Well, this one certainly was a big'un as far as the humble ol' Speccie was concerned. More software than you could count, which means even more hacks to fill these pages — so keep 'em coming!

Anyway, enough of drawling accents and drooling maws; and let's see what's been hacked away in the past month:

TERRA CRESTA

Sutton's **John North** has been at it again: this time it's a hack for *Terra Cresta*. Type it in, save it off, RUN it, and play the game tape from the start.

```
10 REM Terra Cresta HA
CK (C) Jon North
20 CLEAR 65533: LET t=0
30 FOR n=23296 TO 23445
40 READ a: POKE n,a
50 LET t=t+(n-23286)*a:NE
XT n
60 IF t-1740625 THEN STOP
70 RANDOMIZE USR 23296
80 DATA 221,33,203,92,17,
234,6,62,255,55,205,86,5
90 DATA 48,241,62,224,50,
8,95,62,246,50,11,95,49
100 DATA 252,255,14,112,3
3,40,98,229,33,252,94,17
110 DATA 192,99,217,1,224
 184,217,118,201,33,145
120 DATA 252,1,76,0,17,14
5,64,122,237,176,50,182
130 DATA 64,50,170,64,50,
174,64,50,202,64,62,201,1
8,62,252,50,110,252,62
140 DATA 145,50,113,252,2
05,145,64,33,112,91,17
150 DAT  100,252,1,25,0,2
37,176,33,100,252,34,64
160 DATA 255,62,25,[illegible],70,
255,195
170 DATA 243,254,33,23,25
2,17,255,255,1,0,153,237
180 DATA 184,49,254,102,2
51,175,50,166,147,195,164
190 DATA 181,128,223,181,
209,177,144,141,139,151
200 DATA 206,198,199,200,
195,231,254
```

GAME OVER

Maybe Hex should have this, but I've got it, so there! The access code to part 2 of Imagine's *Game Over* is 18024. Thanks to **Philip Anchors** of Alsager for that one.

VOIDRUNNER

Mark Harris from Faversham in Kent has had a go at *Voidrunner* and came up trumps. Use it as normal. However I would like to ask Mark what made him want to throw his typewriter out of a window? Have you been watching too many Amstrad PCW adverts?

```
10 REM VOIDRUNNER hack
(C) Mark Harris
20 FOR n=60000 TO 60020:
READ a: POKE n,a: NEXT n
30 RANDOMIZE USR 60000
40 DATA 55,62,255,33,220,
72,221,33,0,128,205
50 DATA 86,5,62,0,50,255,
155,195,0,128
```

THING BOUNCES BACK

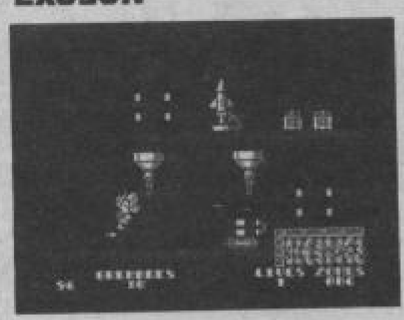
Gremlin Graphic's has had its bouncing Thing hacked in *Thing Bounces Back*, courtesy of **Ozzie the Megahack** of Dewsbury. He supplied infinite energy and didn't lose a life when he quit a screen. He also says he's corrected what he considers to be a bug in one of the screens. Seems all rather fishy to me, but...

```
10 REM THING BOUNCES BACK
 (C) Ozzie the Megahack
20 FOR n=40000 TO 40036:
READ a: POKE n,a: NEXT n
30 RANDOMIZE USR 40000
40 POKE 54969,106: POKE 5
4970,215
50 FOR n=55146 TO 55162:
READ a: POKE n,a: NEXT n
60 RANDOMIZE USR 54912
70 DATA 175,55,221,33,0,0
,17,0,0,205,86,5,62,255
80 DATA 55,221,33,80,195,
17,101,1,205,86,5,33,133
90 DATA 195,17,128,214,1,
234,0,237,176,201,175,33
100 DATA 194,175,119,33,1
99,176,119,33,244,146,54
110 DATA 201,195,128,132
```

Send your hacks to:- Hacking Away, *YS*, 14 Rathbone Place, London, W1P 1DE

HACK OF THE MONTH

EXOLON



The excellent *Exolon* from Hewson is next to fall under the axe as Nuneaton's **Steffan Westcott** takes the stage. Type in the program, RUN it, and play the game tape from the start. His program provides several features, most of which speak for themselves (but only with a Currah uSpeech connected!), with the ABORT GAME (press BREAK for it) provided, because you can get stuck on some screens if you are invincible. To avoid a feature, delete the line on which it occurs; the exception is GAME ABORT which 70-90 inclusive. Don't alter the order of the lines, or delete lines 60 or 140-150 because the program will then fall over in a steaming heap. For his second ever hack, I think it's rather good and in no way consider it to be 'all rather ho hum' as he expected. I look forward to seeing more of your work Steffan — keep it up!

```
10 REM EXOLON hack (C)
Steffan Westcott
20 CLEAR 25999:LOAD "" CO
DE
30 READ a: IF a>999 THEN
LET n=a: GOTO 30
40 IF a<0 THEN PRINT USR
23357
50 POKE n,a: LET n=n+1: G
OTO 30
60 DATA 23296,175
70 DATA 33,0,255,34,11,11
0,33,20,91,17
80 DATA 48,247,1,9,0,237,
176,24,9,205,84,31,218
90 DATA 227,156,195,42,16
0: REM GAME ABORT
100 DATA 50,77,149: REM I
NFINITE LIVES
110 DATA 50,158,123: REM
INFINITE AMMO
120 DATA 50,128,138: REM
INFINITE GRENADES
130 DATA 62,201,50,232,14
8: REM INVINICIBILITY
140 DATA 23357,33,0,252,1
7,72,91,1,19,0,237,176
150 DATA 23387,62,43,50,8
5,254,195,58,254,-1
```

Nemesis The Warlock

● You may remember that a while ago I had a query from **Simon Wright** on *Nemesis The Warlock*. Well since then I've been deluged with hundreds of solutions to Simon's problem, so let's pick one at random. Ah, it's another Simon, **Simon Jones** this time. And yes, he's got the solution right there.

"While reading through the July issue, I found a plea for help on Martech's *Nemesis The Warlock* from Simon Wright who said he couldn't get off of screen 2. In actual fact, it's very easy. Walk to the back of the long platform in the bottom right hand corner of the screen and jump straight up, until Torquemada's message comes up. When you enter the next screen, you should be standing on a platform above the pit! Hope this helps." Well thanks Simon, and let's have some more help like that. Nothing keeps the old column flowing like a good stock of regular tipsters!

Exolon

● A fine little cheat now, from **CP Turner** and **RJ Fawley** aka **The Sheff Hackers**, on Hewson's fab *Exolon*. **"To use the cheat, first press key 2 for redefine keys. Next type Z O R B A for the different keys. Now repeat this, but with the keys required to play, and that's it! You now have infinite lives to blast anything in your path."** Nice one. Now all I've got to do is discover how to play the game without getting killed billions of times!

Killed Until Dead.

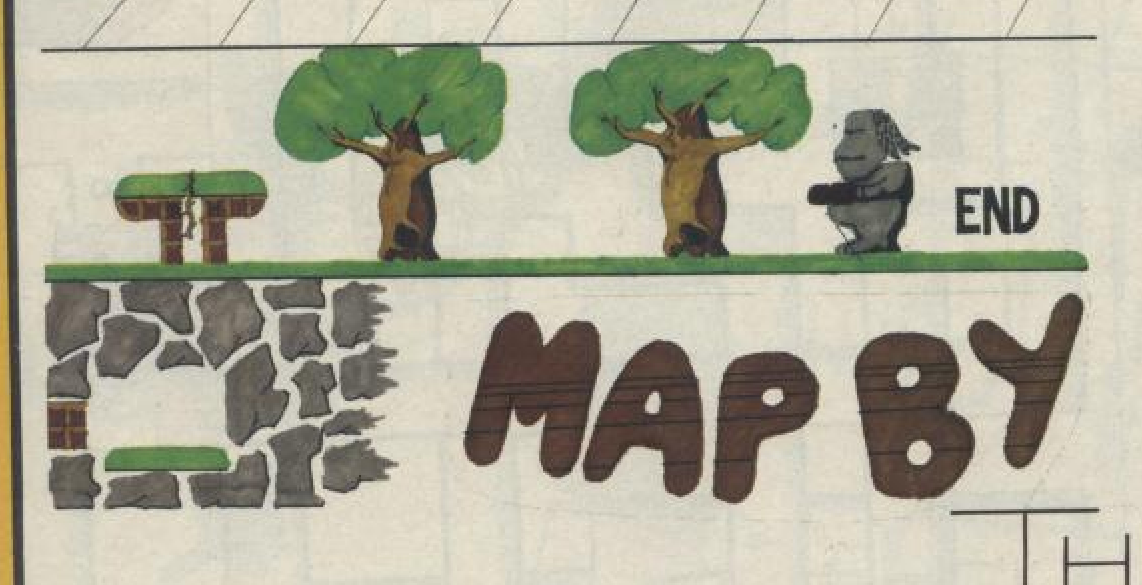
● This really was one of the bestest games of the last couple of months, and hundreds of you have written in asking for help on it.

Well, fortunately for me, I didn't have to finish the game, because three super tippers have got it sussed already. These are **Jesmond Vale** (in answer to your question, yes,



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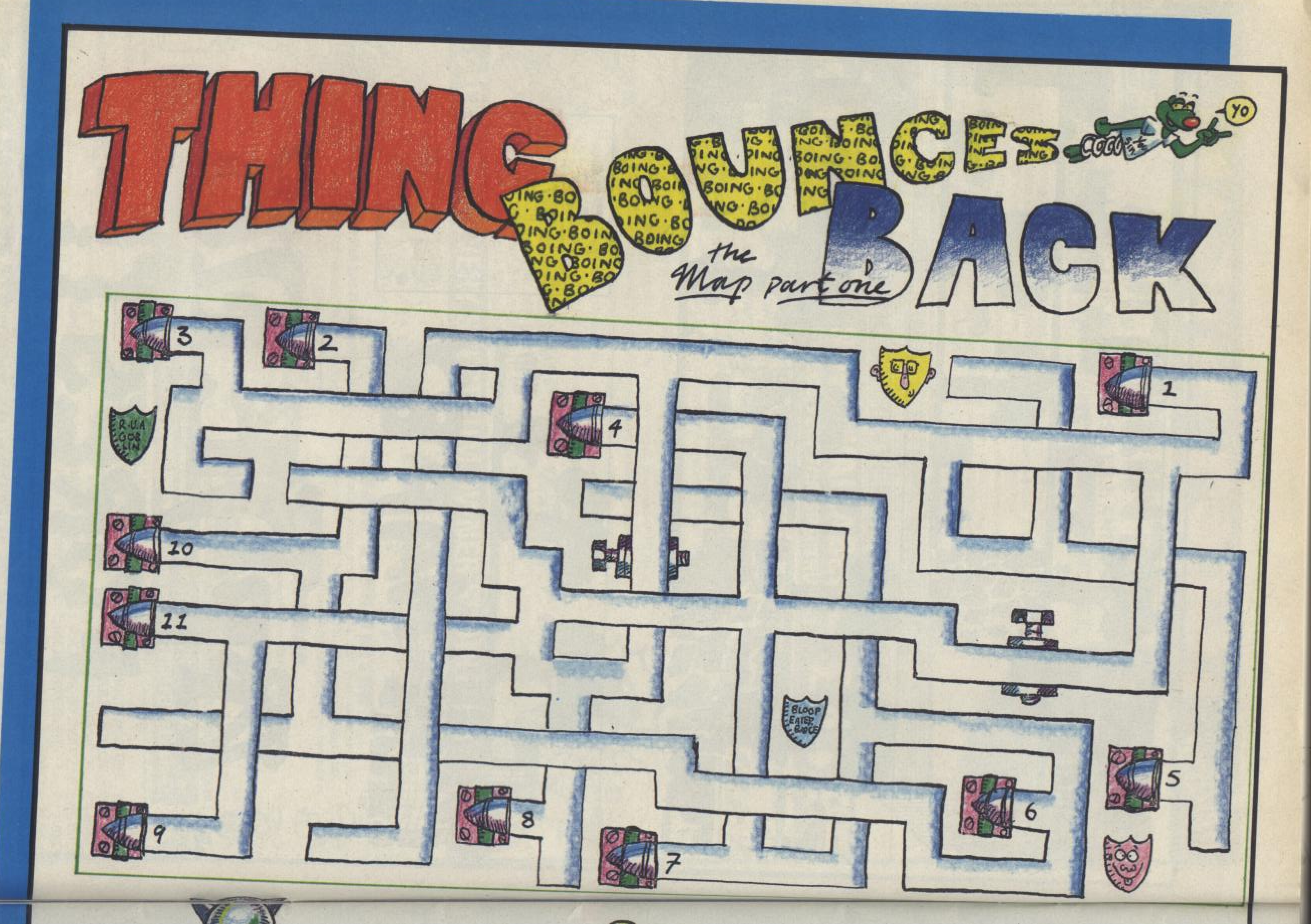
START

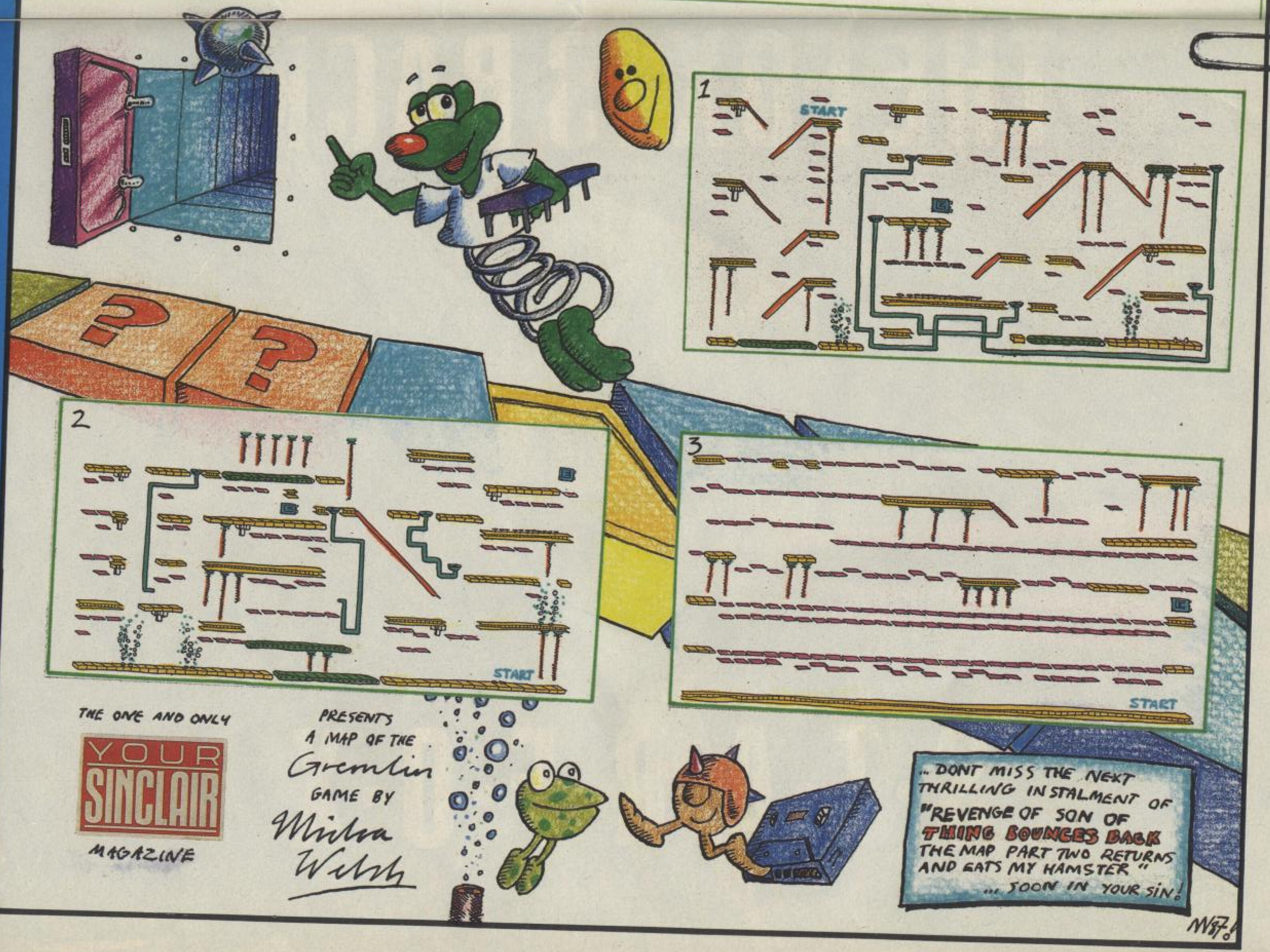


KEY

SH = SHIELD
H = HELMET
AM = ARMOUR
W = WEAPON
K = "KEEP"
WI = WINGS
F = FIERY SWORD
T = HOUR GLASS
* = OTHER OBJECT
(rose) = LIFE ROSE

ATHENA FOREST!


THING BOUNCES BACK
the Map part one
YO
1
2
3
4
5
6
7
8
9
10
11
R.U.A. GOBLIN
BLOOP EATER


1
START
2
START
3
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DR BERKMANN'S CLINIC

Morning, merry funsters, and welcome to Dr Berkmann's Spectrum Relief Clinic And Patent Game-Snag Cure-All. The surgery's open, and Nurse Maughan's entertaining the patients out in the waiting room with her usual fishnet-clad wit and repartee. And what a motley crew we have in today! Take two aspirins and call me in the morning. Ha ha, just my little joke. First behind the screen is **Malcolm Austin** from Ipswich, who's having dreadful probs with Atlantis' ripping little Wally-clone *Sceptre Of Bagdad*. How does he get into the nest? Well, as you'd expect, it's more complicated than you'd expect (*Eh? Ed*) You'll need to fly over to the other island and into the room with pillars. Then it's up the rope (for which you'll need the flute — geddit?) and out onto the balcony. You'll find out how to get rid of the bird from one of the clues displayed in the game, then jump into the screen and you'll appear in a sort of nested screen, where you'll find some wings. Move either way off the screen and you'll find yourself by the nest. Then catch the bee with the insect net — you'll need it later...

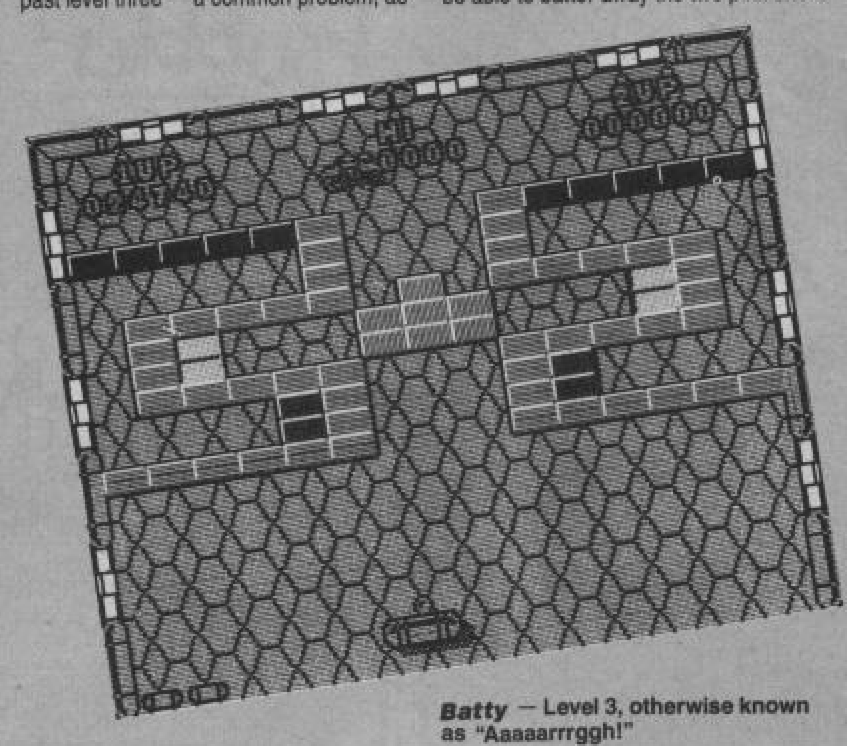
Thanks Malc, and call me again if it doesn't clear up.

CURSE OF SHERWOOD

A desperate letter from **Andrew Dampier**, who's been driven barmy by Mastertronic's *Curse Of Sherwood*. "I would be able to sleep better if you could give me any tips, maps, POKEs anything (please!)." A desperate man clearly, but I'm a kind old family doctor at heart, so here's a clue or two. For one thing, you won't need the shield or the scroll with the map — they're useless. To cross the river, you'll need the ice wand, which'll freeze it over. And you'll only get through the teleport door by smashing it down with a club! Okay, Andrew?

BATTY

Last month's game-on-the-cover has also caused a few problems. **Adrian Williamson** rang in to say that he can't get past level three — a common problem, as It took us days of practice before *YS* adman, Julian Harriott, finally reached level five one lunchtime. (Dr B got there a few hours later.) So how to do it? It's all really a matter of positioning, speed and immense luck. Always start with the bat just under the left hand side of the central channel, and try to hit the ball back at the same angle each time. This way you may be able to batter away the two pink bricks on the right and on the third shot sneak the ball around the side and up to the top. Then, if all goes smoothly, you can sit back and watch your ball batter the bricks away — well, those that will actually allow themselves to be battered. The red ones, like Captain Scarlet, are indestructible. Good luck!



Batty — Level 3, otherwise known as "Aaaaarrrggh!"

GOOD EGG

An interesting letter from the **Games Wizard** of Gilfach Goch (that sounds like a nasty cough) in South Wales. He feels that we should have a similar service to the troll supremo's *Kind Souls* column, and he's volunteered to offer tips and hints on any of the following games: *Army Moves, Saboteur II, Bruce Lee, Flash Gordon, Spellbound, Space Harrier, Olli & Lissa*, and *Enduro Racer*. What a Good Egg!! His address is 37 Bryn Hedd, Hendreforgan Est, Gilfach Goch, South Wales CF39 8UT, and remember to include an sae if you want to get a reply! If anybody else fancies being a Good Egg, write to me with your list of conquests, and we'll put *YS* readers in touch with you!

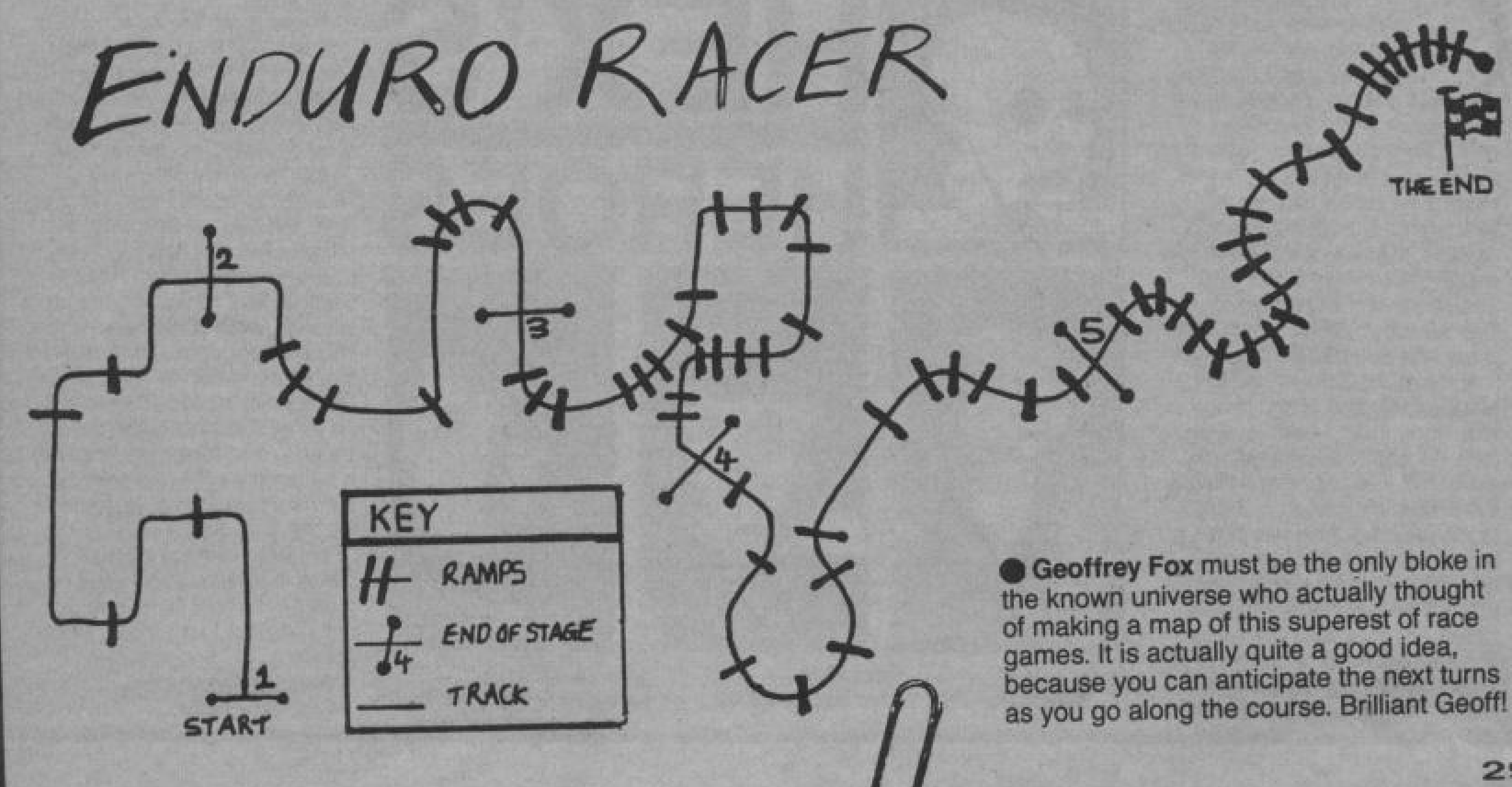
HELP!

Two snagsters are stuck in Code Masters' *Vampire* this month. **Brian Cohen** can't get the cross key across the chasm. If he carries the nut shaped object, he gets fried by the pedal power generator — if he doesn't, he can't jump far enough. **Martin Clark** has picked up all the objects to operate the generator (hammer, stake and bolt) but still can't get it to work. Any ideas?

If you've got the answers to these, or you too need the Clinic's help, write NOW to **Dr Berkmann's Clinic**, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. Anyone mentioned wins a badge!

I am absolutely 'spiff') of Newcastle Upon Tyne and completely separately those two wondersnouts **Ian O'Connor** and **Karl Fudge** of Fife. Unfortunately I think that giving away the whole secret in my column is a bit like ripping out the last page of a whodunnit, it will spoil the fun. But if you'd like the *Killed Until Dead* Factfile, compiled from the three chaps' hints, then send a sae to *Killed Until Dead, YS* Tipshop, Your Sinclair, 14 Rathbone Place, London W1P 1DE. It tells absolutely everything, and is exclusive to *YS!* Order yours today.

So that's about it for this month, except to say, keep those hints and tips coming. The more the merrier. If everyone out there sent me a tip... well, I could still only print eight pages, but wouldn't it be fun to open all them envelopes. (*No! Marcus*) Okay, get weaving, and I'll see you next month. Byeeee.



● **Geoffrey Fox** must be the only bloke in the known universe who actually thought of making a map of this superest of race games. It is actually quite a good idea, because you can anticipate the next turns as you go along the course. Brilliant Geoff!

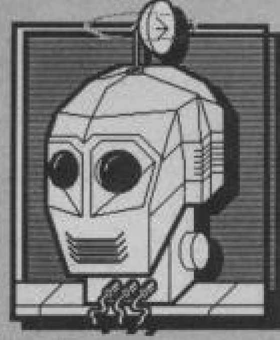
LEVEL 1

LEVEL 2

Bubbler Maps.

If you have any hints, tips, maps, POKEs, cheats, or general playing form for any *new* games just send them in to: Phil South, *YS* Tipshop, *Your Sinclair*, 14 Rathbone, London W1P 1DE. Any bits we print in the Tipshop win an exclusive "I've Got Big Tips" badge, which is not available anywhere else on earth. Wow! Cor! Phew!

● Dr Berkmann tells me this is a very useful map indeed, as *Bubbler* is, in his words, a "blimmin' hard game!" It helps to know where you're going, so you can concentrate on moving about. Many thanks to **Matthew Carrier** for this, plus these POKEs: 38797,0 gets rid of all aliens, 57515,0 for infinite lives, 57516,0 for infinite time and 57517,0 for fun. Nice one, chum.



HEX'S HEROES

Click, bzzzzzzttt! Well, hello there, my fine young Italian bananas. And how are yoooou today? Good! I'm a bit fine and frootly meself. I must say my retirement is really coming along. Do you know that Marbella must be the wibbling T-shirt capital of the world? I must say that my bank balance isn't the only thing with no visible means of support!?! Still, enough of this clever-trousers horseplay, on with the business, or T'zer will stop my pension and I'll have to buy a house in Walsall instead.

And speaking of Walsall, that's where our first guest doesn't come from. Ho ho. In fact he ain't never been there. But wasn't it a funny joke? *(No. Gerron with it. Ed)* His name is **Niclas Carlenius** from Sweden, or Sverige as they call it over there. He's 13 years old and thinks he's pretty much the bee's nose, he says that most of the hi-scores in the *Heroes* suffer from being rubbish, he's got a score of 920,130 on *Bombjack* and he sent a real picture of himself "not one of an elephant!" Well, heavens! As if I'd print a picture of an elephant. He must think I'm completely hatstand.

Anyone remember that fab *Uridium* map we had printed in the old Hack Free Zone? Well the guy that did it, **David Johnson** (the ubiquitous Dave from Didcot), has just sent me a note about his *Head Over Heels* score of 76,880, liberating 4 planets and becoming a hero. Well thanks for that, Dave, and keep that Didcot nice and shiny, my little print buffer!

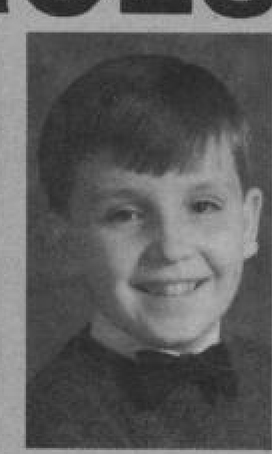
And now, finale! Sorry... And now *finally*, we have my favourite little bacon sandwich, **John R Fallows.** Ho ho. Well fallo there, John! And he says here that he's completed *Auf Wiedersehen Monty* and he hopes it isn't the last in the series. Well so do I, John, me old shipyard, 'cos if there's one thing I like in me games it's little furry creatures like moles and hamsters. Or even Phil. Tee hee. Sorry, Snouty.

And that is what you might call 'IT'. I've got to go because Britt would like some 3-in-1 rubbed on her chest and (sigh) I suppose I *have* to do it (yibble yibble).

See ya in church!
Click, bzzzzzzzzttt!


Niclas Carlenius
Bombjack/920,130


David Johnson
Head Over Heels/76,880


John R Fallows
Auf Wiedersehen Monty/Completed

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Hang what? Oh, both feet off the front of the skateboard. Won't you fall off if you do that? Anyway, enough of this . . . Hey wow, suckers, how's about this def new skateboard, eh? Well def! Ultra def! Positively hard of hearing, hepcats!

720° is Atari's latest and greatest arcade smash, currently being converted to the Spectrum by US Gold, and looks to be one of the radest games ever! It's a one or two player skateboarding game with sporting and street-style action. It takes place in a sort of Skate City, where all surfaces around the player are skatable, providing endless scope for wacky and radical moves. The player selects which part of the city to skate in, and so every game is different, starting and ending in any part of town you want. You compete for medals, and the player who has the most at the end of the game is the winnah! Phew!

In this exclusive *YS*/US Gold compo, you stand to win the hi-tech terminally earless skateboard we mentioned, plus a US Gold ultra-white sweatshirt and a copy of the Speccy version of *720°*, matching elbow and kneepads and a helmet that makes Darth Vader's look like the *YS* waste paper bin! The runners-up (those who don't win a skateboard, so they have to run) don't slouch away empty-handed either, 'cos they take 20 copies of US Gold's brilliant coin-op conversion, *720°*, the skateboard arcade game with a touch of class.

If you want to own this crucial merchandise, it's a cinch! All you have to do is spot the ten differences between the pictures on this page, and ring them with a blue biro. Simple innit? Just complete the coupon and send it right away to: I'm So Well Def I Can't Hear A Word You're Saying Compo, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.

- Employees of Dennis Publishing and US Gold caught entering this compo will have their skateboards confiscated.
- Ed's decision is well rad, not to mention final, so no bickering on the track.
- All boarders will get their entries in by November 30th 1987, if they've any hope of having wheels.





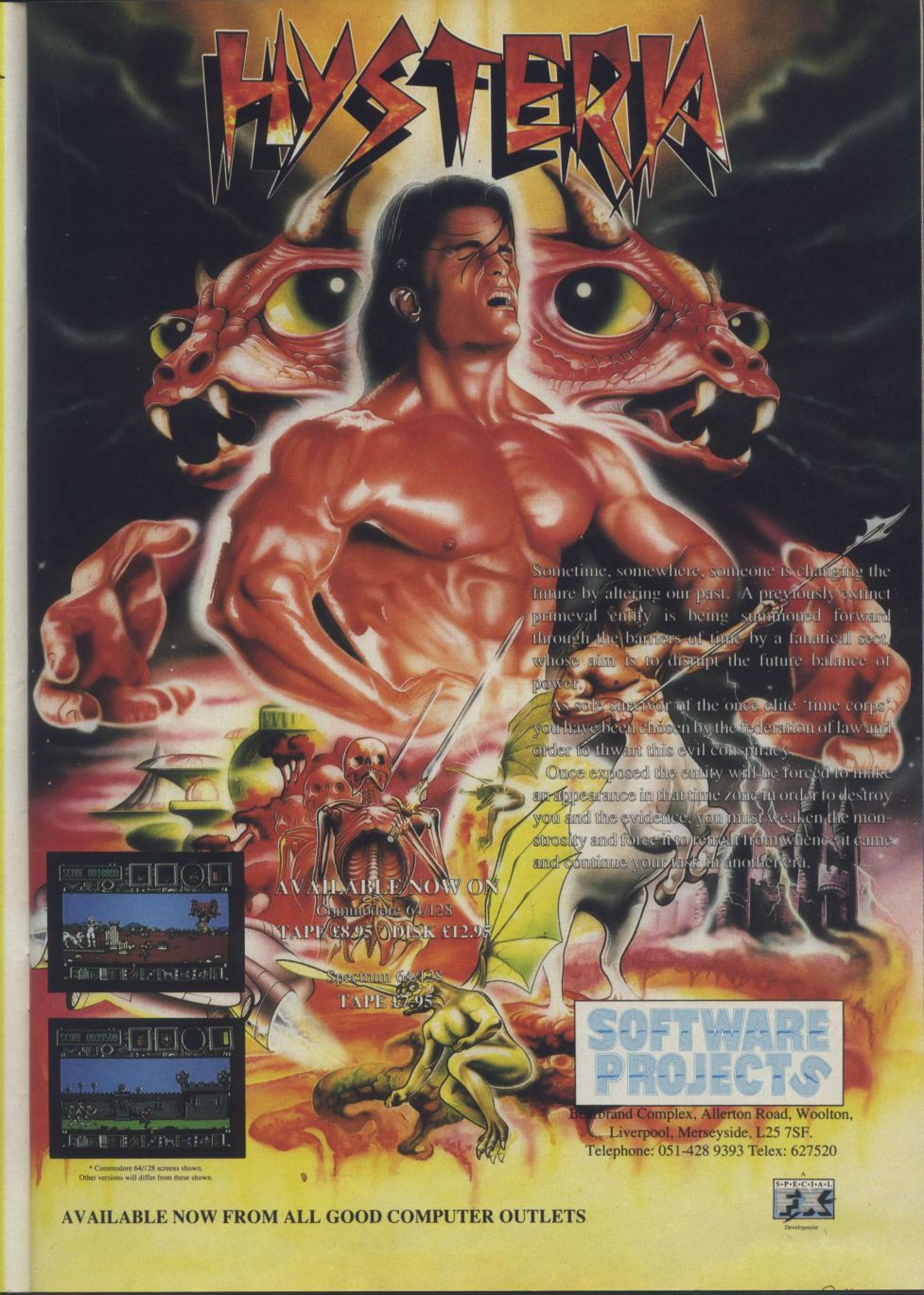
I've looped the loop on the 10 differences, an' that ain't bad!

Name...

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PIRANHA

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Are you smarter than the average bear? You'll need to be to get out of this one. Boo-Boo's been bear-napped and must be rescued before hibernation time. Hunters, mooses, vultures, bees, caverns, geysers as well as good old Ranger Smith are determined to stop you!

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Piranha



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For release schedules, please contact Helen Holland at the address below. Piranha games are available from all good stockists or, in case of difficulty, direct from Helen Holland, Piranha, 4 Little Essex Street, London WC2R 3FL. Tel: 01-836 6633.

Piranha



Slaine the King

Phil South dons his hero harness and goes into spasms over Martech's axe wielding *2000AD* arcade adventure, *Slaine The King*.

It's easy to see why *Slaine* was such a popular strip in the cult science fiction comic *2000AD*. Loads of gore, action, monsters and scantily clad women, what more do you need? In the comics, Slaine was a warrior king from England's distant past, whose main interests in life were people — you know, slaying them, drinking and eating feasts with them or just plain looting them. The kind of guy who'd just as soon rip your liver out through your nose as ask you the time of day. But there's a bit more to Slaine's character because, you see, he's 'warped'. No, I don't mean someone left him out in the rain and he dried out in a funny shape. I mean he's got a warped personality, and on occasions he's given up to 'warp spasms', where he changes shape into a grotesque monster and goes completely berserk. Bit like the Ed, really. *(Growl! Ed)*

The problem facing the programmers of *Slaine*, Creative Reality, was how to take the warped nature of Slaine's personality and translate it into a playable and absorbing game. What it came up with was a wholly original game concept called Reflex. The system consists of a series of menus, which the player points to as they flow or slide in and out of a window on the screen. In *Slaine The King*'s case, a severed hand hovers in space in front of a representation of Slaine's mind. Words hover back and forth, representing the thoughts floating through our hero's warped brain. Use the hand, and you've got to be quick, to point to a thought before it flits out of sight, and then Slaine will do whatever it was you selected. This method of input is a little strange but once mastered it becomes second nature.

But *Slaine* isn't all destruction, death and decapitation. There's a point to it all, and that's to solve a mystery. Slaine has been asked to help, for a large fee, to discover why people have been disappearing from the village. In your quest to find out exactly what is going on, you have to beat people up, bribe them for information, and explore the furthest little crevices of the surrounding villages and terrain. As you move from location to location, you encounter (ie. speak, kiss, kill or drink with) villagers, explore buildings and collect useful objects. With the obnoxious Ukko by your side, you've got to react quickly and think on your feet if you're to discover the secret. But watch your step, 'cos the terrifying solution involves dark forces, not to mention Half Dead Druids, beyond your wildest nightmares.

The game feels like a big freewheeling comic strip, and has all the gruesome slimy detail of the original story, as well as being an original arcade format, and there ain't many of them. It's big adventure too, with all the depth and detail you'd expect from a proper adventure game. If you like your action gritty, and your adventures mindwarping, you only have one choice. Seek out *Slaine The King* and go berserk.

Fax Box

Game	*Slaine The King*
Price	To Be Announced
Publisher	Martech

When you examine your inventory, or uncover objects, they appear on the screen as a small window. Here we see a torch, a harness, a spade, some fleas, a pack of cards and some dice. In order to discover your objective, you have to manipulate certain objects to make things happen.

Faces and action shots involving Slaine and Ukko allow you to see what's going on. If you punch Ukko, which you do a lot if you've any sense, you see it happen. When Ukko speaks, you see his grinning face at the same time as his words. Urgh! Worra slimeball!

The villagers may attack you from time to time, but don't worry about it. They just forgot they hired you in the first place, that's all. Just rough 'em up a little, and who knows, you might gain some vital information.

These'll come in bloody handy! The severed hands, dripping blood, are your cursor which you point to thoughts in Slaine's warped mind. Control is a little tricky at first, and you find yourself missing words or bouncing around the window. But it's worth the effort.

This option "Hit Ukko" may seem a little bit mean to your hapless sidekick, but he is an inferior and irritating little runt, and probably did something to deserve it anyway. Still, he might lend you some of his money if you duff him up enough!

As you select a thought with the gory hand, it fades out, and the thoughts in Slaine's mind are rapidly replaced by a new set of options for you to choose from. There are several submenus for each of the options you see here, so Slaine can express himself in a wide variety of ways.



The intros to each location, called room descriptions in the trade, are sited up here in this scroll. This gives you a constant readout of what location you're currently occupying in well over 100 possible 'rooms'.

Text windows pop up when something happens in the game, telling you what somebody has said or what they are doing. The amounts of text in the game are enormous, far more than in the average comic book story.

This portrait of Slaine and Ukko is purely a decorative background for the windows to sit on, but it gives you a taste of the quality of graphics you can expect from *Slaine The King*. Let's face it, a *Slaine* game without good pics is like an axe without a handle.

The scene windows pop up to give you an idea where you are standing, and give the game a real comicbook feel. The graphics are drawn in the genuine *Slaine* style with great attention to detail, and really add to the fantasy atmosphere.

To set the atmosphere, and to give the game a real comic book flavour, the scenes are illustrated in windows too. For instance, here we have Slaine and Ukko sitting around the fire, and walking along the road. There's also the disused mine and of course the blighted village.

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SCREEN SHOTS

YOUR SINCLAIR MEGAGAME

SOLOMON'S KEY

US Gold/£8.99
Phil Absolutely brilliant. That's the phrase that hopped, skipped and jumped into my brain after playing this game for a couple of hours at a stretch. *Solomon's Key* is a conversion, by Probe Software, of the fab and popular arcade coin-op machine by Tecno, a very addictive arcade strategy game. To be perfectly frank, coin pickers, it's as corking a rendition of an arcade as you'll find anywhere. And is it addictive? Well, I've had to stop writing this review at least twice for 'just one more go', so you can take it as read that it's more addictive than peanuts or digestive bikkies! (Yum!)

Although a sort of platform type, it's actually more strategic, as during play you can place the platforms and break them up as you go along. Choosing where you put the platforms, to allow you a leg up or let a baddie drop, is crucial and though this might sound like Slow City, it's actually a very fast process once you get the hang of it. You can pick up and drop platforms on either side, one up or one down any way you like. Except for the gold bricks, which are indestructible (tsk!), all of the bricks can be crunched or dropped anywhere on the screen.

Your objective is to get the tiny gold key, found in a hard to reach spot on the screen, and then go to the exit on that screen, whereupon you're whooshed off to the next level. (Yipe!) Now this seems easy when you explain it like that, but in actual fact it's very hard indeed. You'll need a lot of goes to learn the technique for each room, and it can get quite infuriating. But the amazing thing is you never lose your temper or get bored with doing it. No matter how close you were to the exit before the time ran out, you still press the start button for one more crack at it! Aaaagghhh!

The graphics are brilliantly done, if a little anaemic in colour, but really well animated. The gameplay is, I s'pose, similar to something like *Boulder Dash/Rockford's Riot*, where you're hopping around the screen collecting treasures and keys before heading for the exit. The main difference here is that if you walk off the end of a brick you'll fall, but at least you can fall all the way down the screen and not die.

Oh dear! I can see that for the next couple of weeks I'll be sneaking off for quick rounds of *Solomon's Key*, and I confidently predict that you will, too. If any game we've reviewed recently deserves to be a smash hit, this one does. Buy it!

YS CLAPOMETER

The most addictive game of the year, and one of the very few coin-op conversions which is every bit as good as the original.

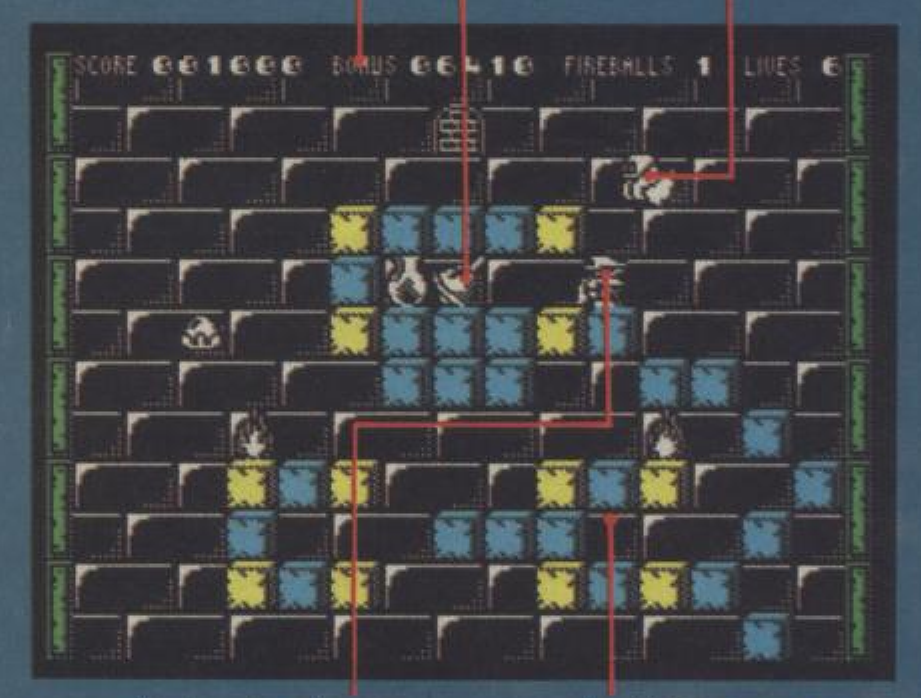
GRAPHICS	■■■■■■■■■□
PLAYABILITY	■■■■■■■■■□
VALUE FOR MONEY	■■■■■■■■■□
ADDICTIVENESS	■■■■■■■■■□

TOTAL 9

Here's your bonus timer, which ticks off the seconds it takes you to finish the screen. If you can collect the key and treasure in the room before it reaches zero, then the timer numbers are added to your score.

This attractive little trinket is one that you learn not to grab. If you pick it up, it rings and an angel of doom will chase you around the room.

This character wanders back and forth across the top of the page. Wait until he's gone by, jump up onto his level, drop a brick and hop on it into the exit.



Here's our hero, tromping through the dungeons in search of gems and baubles. He can create bricks to jump on, or zap them if they're in his way.

Here's the key to your escape, hidden among all these bricks. You have to get this before you collect all the gems and baubles.

Let's hear it for the YS team of reviewers. They're keen, mean and itching to get their fingers on the joystick, to bring you the good, the bad and the brazilliant in latest games.



YS Seal Of Approval
All games reviewed in Screenshots are finished products.

XECUTOR

YOUR SINCLAIR MEGAGAME

Ace/£7.99

Phil When it comes right down to it, there'll always be a market for a good nippy shoot 'em up. If you can make one with a two player option, so that two players can play at the same time, then you're going to laugh all the way to the bank. In that case, Ace, a new arcade label from The Edge, is going to be spending a lot of time chortling up the high street. *Xecutor*, its first game, is a one or two player scrolling shoot 'em up, with a brainsquishing variety of weapons and death-dealing baddies to choose from.

The major drawback of shoot 'em ups these days is they tend to be a bit on the easy-peasy side. Oh sure, there's plenty of thrills, spills and about eight billion baddies to shoot, but as you've usually got unlimited firepower, and all the time in the world, you just spray the baddies with bullets and hope for the best. That's the trend, so where does *Xecutor's* trousers hang? Well, it's nice to see that somebody's writing hard games (and don't say oo-er). *Xecutor* is just that.

You, and a buddy in a twin ship, if you play two player, are flying up through a vertically scrolling landscape. Coming down towards you are a handful of heavily armed space bozos in their custom-built ships. Okay? Now what makes this different is that there's only a few aliens shooting at you, and you've only got a smallish cannon to hit 'em with, so you've got to be economical with your shots, and accurate if you want to kill any of them. So that's quite hard to start with, but as you progress through the game, you can pick up new weapons and shields, which make it slightly easier to hit things. So you have to use all your arcade skills if you want to stay in the game.

Having sweated your way through each wave of fiendishly weaving death-dribblers, you're faced with a massive ship about six times as big as your own! Having blasted that to golden shred, you would expect to be let through into the next level, right? Wrong! The ship compacts and starts blasting at you and you've got to fight it before you can get through. Phew!

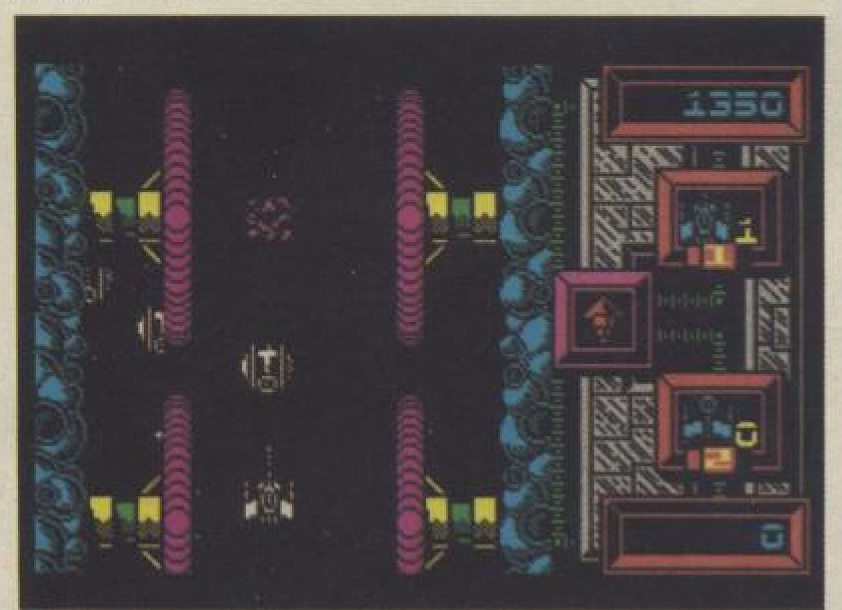
I must say that this is the hardest shoot 'em up I've seen for a while, and as such is great value for money. If you like torturing yourself with tough games, then shell out (peeoww! zip! ka-boom!) for *Xecutor*.

YS CLAPOMETER

A tough and gritty shoot 'em up, with lots of action, but needing lots of skill to finish. A blast!

GRAPHICS	■■■■■■■■■□
PLAYABILITY	■■■■■■■■■□
VALUE FOR MONEY	■■■■■■■■□□
ADDICTIVENESS	■■■■■■■■■□

TOTAL 9



Flying through the airborne spacejunk on your way to certain doom is more fun with two players. Best played with a friend to back you up, it's the skill needed to hit anything and avoid being hit that makes Xecutor a game for hardened spacers only.

YOUR GUIDE TO SCREENSHOTS SCORING

9 One hundred and eighty!!!! This is the big time. The right-royal bees neez and downright star of the show. It wins our Megagame award, so rush out and buy one — you won't be disappointed.

8 An interesting little number, but lacking that *je ne sais quoi* to make it something really special. Still definitely worth checking out.

7 Nothing to write home about, well p'raps a mention on the phone. An okay game, but with so much competition, it doesn't really stand out against the crowd.

6 Nice idea, shame about the game. Boring, humdrum... no big deal.

5 What, all that money, just for that? If it's cheap it might rate, but otherwise, don't bother.

4 Doesn't even qualify! Not a chance.

3 Gawd 'elp us!!!

2 What were they thinking of?

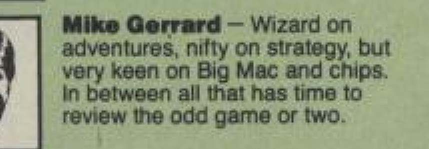
1 Oh dear!

JOYSTICK JUGGLERS

No, it's not an identity parade, it's our star line-up of raving reviewers. Don't trust them with your wallets, but you can stake your life on their reviews.



Phil South — Sandwich Editor, fond of shoot 'em ups, eat 'em ups and beat 'em ups. Loves blood, guts and violence, but not in his sandwiches.



Mike Gerrard — Wizard on adventures, nifty on strategy, but very keen on Big Mac and chips. In between all that has time to review the odd game or two.



Rachael Smith — Queen of Acne — would give all her money to charity if she became Miss World.



Rick Robson — Cheapie expert extraordinaire, but only because we don't pay him very much. Would also give all his money to charity, if he won Miss World.



Marcus Berkmann — Master in the art of conversation, as long as it's about cricket. Master in the art of game reviews, as long as they're about cricket. Master in the art of arcade-adventures, as long as it involves a bat and ball.

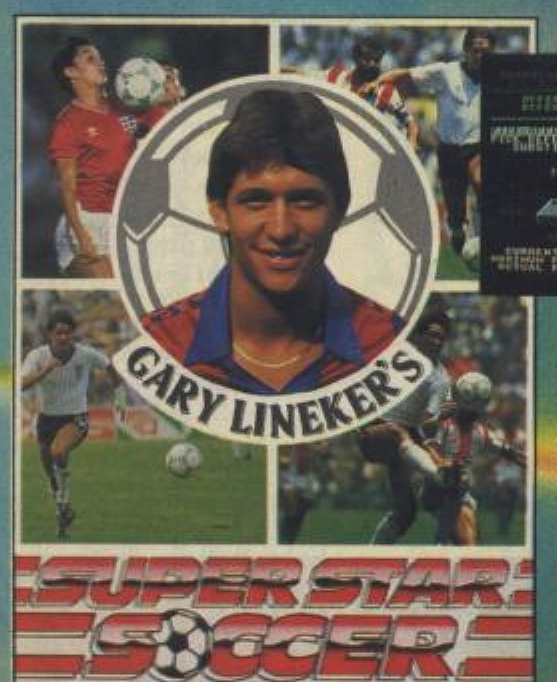


Tony Worrall — Elder of the Tony twins. Today editor of top fanzine *Eprom*, tomorrow the world! Or after T'zer's job anyway, but then who isn't? *(Me! T'zer)*



Tony Lee — Tony twin the younger. And now he's got some O-levels, there are hairs growing on his chest. But we'd all like to know his secret of revision while busy playing games.

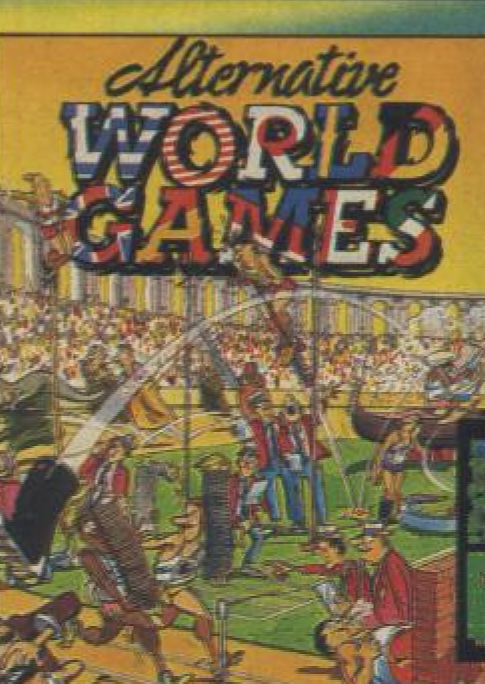
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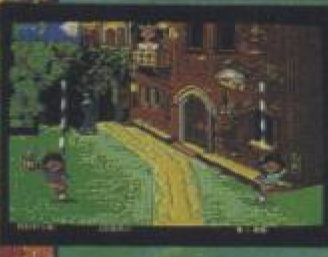
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COMPENDIUM

Wacky, Wacky, Wacky is the best way to describe this adaption of the traditional board games compendium. Your hosts are the Winks, father Tiddly Wink and his wife, Mavis Wink. Up to four players can compete by taking the role of either one of the Wink children, the baby or the Wink dog. Play Snakes and Hazzards where real snakes wriggle across the board, or the pub game where a rather drunk Tiddly Wink flips his beer glasses in the air for the rest of his long suffering family to catch! Old favourites Ludo and Bingo are not forgotten in this hilarious game for one to four players.

BLOOD VALLEY

Archveult the hideous and mighty leader of the Firedrake has decreed that you must be hunted down like an animal and brought to sentence. Your only chance of survival is to escape the valley. Do you have the will and resourcefulness to succeed not only against your opponent but the creatures and eerie beings of the fantasy world of Orb as well. Based on the Duelmaster series of fantasy books by Mark Smith and Jamie Thompson, authors of The Way of the Tiger.

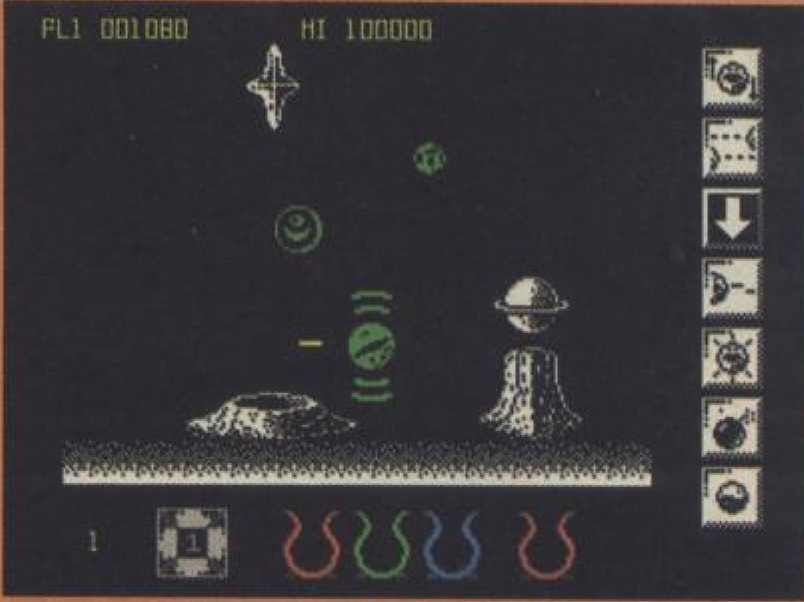


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WIZBALL



Another sprite dies and you have to choose from the shopping list on the side. Some icons are only available once you've received another object from the same box. First priority should be for the two steering attributes in the first box — one to let you swerve in mid-bounce, the other to provide more traditional control. After that it's probably worth collecting three pearls until you illuminate the catelite then go back to box two for a supa-beam weapon and two way firepower.

Ocean/£7.95

Rachael We've had games about wizards and we've had games about balls before so now let's have a game about a wizard with only one ball. The other was in the Albert Hall.

Sorry, old habits die hard. It reminds me of scrubbing up with the rugby team (well, where else do you think I met Gwyn?). Anyhow, this is a hybrid of genius bouncerius and genius shoot 'em upius, sub-species additional weaponius. Which means lots to kill and bonuses to be gained but nasty controls to master.

It seems that the wizard Wiz, is trying to save his home planet, Wizworld (obviously he loves its novel name). The menace is Zark who is robbing the world of its colours... which sounds the best excuse for the Spectrum's dodgy attributes I've heard in a long while.

According to the inlay, Zark has an army of horrible sprites, though they looked pretty good to me as I blasted away. Far better than the Wizard's Wizball, in fact, which resembles nothing more than a nauseous smiley badge.

The only way to save the planet is to shoot red, green and blue colour bubbles and release droplets of pigment, which you can catch with your pussy (you knew wizards had cats, didn't you). Wiz's is a catelite, a sort of feline satellite which resembles a junior wizball rather than the furry little thing you'd all love to stroke.

You collect colours from three levels at a time, moving between them by a series of tunnels. The drops top up your paint pots until you've collected enough to redecorate the landscape, after which everything reverts to its technicoloured hues and you can proceed to a bonus screen where Wiz can earn a Wiz-perk in the Wiz-lab (such staggering imagination!).

The problem is that you don't start off with a catelite. In fact you don't start off with anything more than a weapon and an irritating habit of bouncing whichever way you're spinning. Somehow you have to shoot an alien or two to produce a green pearl to collect it.

You've heard of pearls of wisdom, right? Well, these are pearls of purchase and they let you stock up on useful attributes such as steering power, extra shooting power, smart bombs, and yes, of course, your catelite. Once you start to get equipped the game becomes much easier.

My major complaint is that at the start it's infernally difficult. Quite often you don't stand a chance and lose a life almost immediately as you're unable to negotiate a floating alien. You could also drop down a tunnel, which results in a hostile reception requiring all your manoeuvring skills.

Wizball's an odd game, which can be extremely addictive if you're willing to carry on regardless of all the unfair early deaths. But if you're not quite so obsessive, you may just whizz off for something else!

YS CLAPOMETER

A novel game with cheerful graphics and clever gameplay but hard to get into.

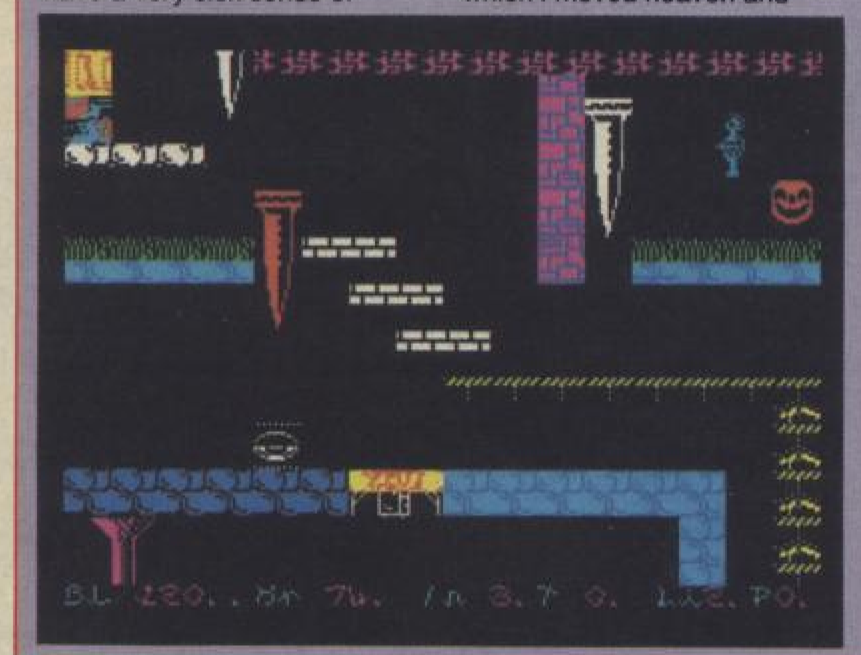
GRAPHICS ■■■■■■■■■□
PLAYABILITY ■■■■■■■■■□
VALUE FOR MONEY ■■■■■■■□□□
ADDICTIVENESS ■■■■■■■■□□

TOTAL 8

SOFT & CUDDLY

The Power House/£1.99

Tony L This is a very sick game indeed, but fortunately I have a very sick sense of humour. It's written by the creator of *Go To Hell* (a game out a couple of years ago which I moved heaven and earth to get), and like that it's great fun. Although my reviews of Power House games in the past have never been very complimentary *(You mean downright hostile. Ed)*, I love this one. Not even the howling of Wayne Allen's HEX 'music' can dampen my enthusiasm.



It's an everyday sort of scenario. Your mum, the android queen, has been damaged (well, pulled to bits, actually), and your dad is locked in a fridge, so you travel around the screens looking for keys, which you give to dad in exchange for info on where mummy dearest is.

You fly around thanks to a jet pack, and can even turn invisible. Realistic, huh?

There are eight keys to collect, and eight bits of dear ol' mom, which you must then sew together. There are also loads of massive grotesque creations waiting to gobble you up, and John Jones is clearly infatuated with a skull wearing a beret (weird). What's more it's the first game I've played where you're asked if you want a silly walk or not!

It plays smoothly too, so if you're the sort of person who laughs when others cringe, buy it. It's your kind of game!

YS CLAPOMETER

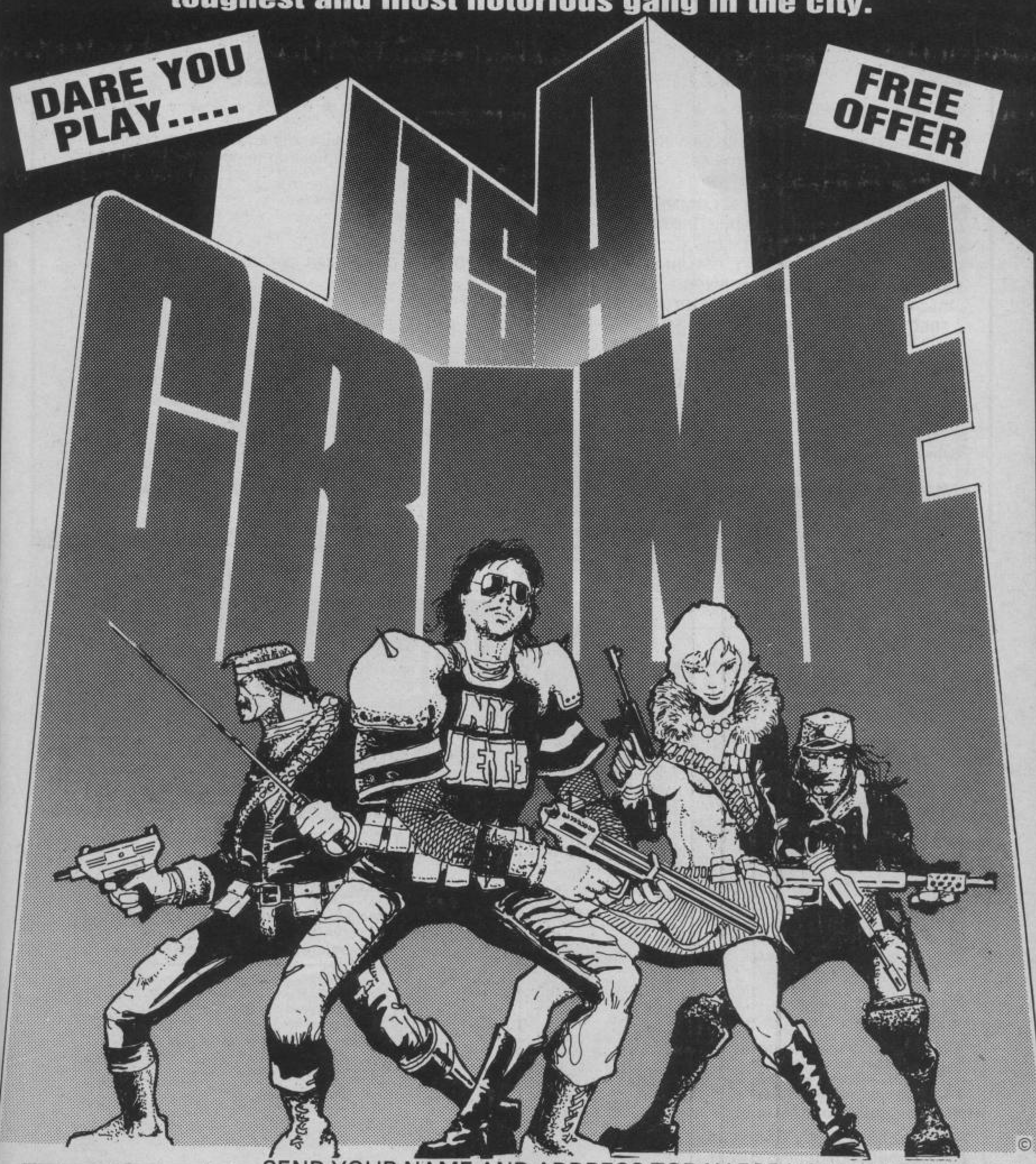
Platformy chaseabout with a difference — warped minds have been at work! Pass the sick bag, Alice!

GRAPHICS ■■■■■■■□□□
PLAYABILITY ■■■■■■■□□□
VALUE FOR MONEY ■■■■■■■■□□
ADDICTIVENESS ■■■■■■■□□□

TOTAL 7

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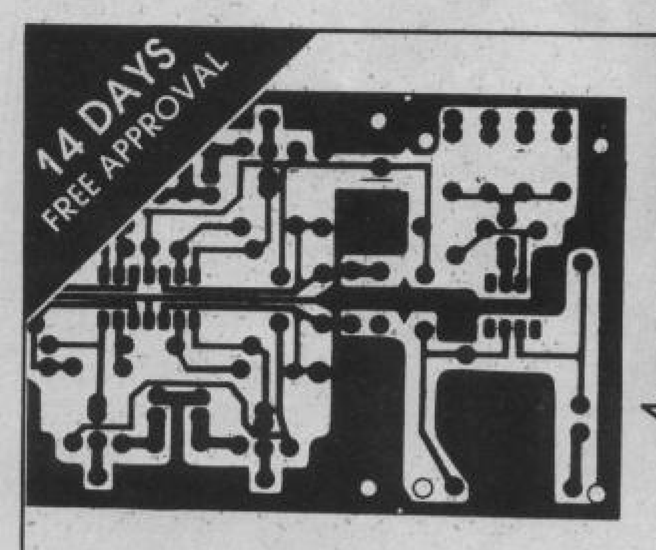
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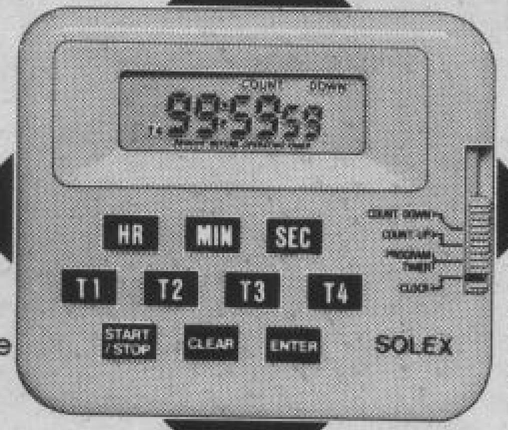
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YS1

SOLEX

PLEXAR



Mastertronic/£2.99

Tony W A long, long time ago a race of clever dick beings known as the Miracle Engineers decided to build a fantastic new artwork of roadways on the planet of Plexar. This system of pathways was constructed entirely out of crystal, and supported at the ends by massive diamond towers. It was the most advanced, beautiful and (if used in the wrong way) deadly construction in the universe.

Unfortunately the Engineers were not as smart as they thought. A passing plague wiped them out, and no one was left who understood how to operate the roads.

Years later a new race of beings inhabit the planet, but the workings of the crystal roads are beyond their primitive minds. Every so often a candidate is chosen to journey through the maze in order to placate (they think) the gods. Guess who it is this time!

Yes, this is *Plexar*, a *Trailblazer*-like race down a series of vertically scrolling roadways. Avoid the gaps, use the special features, all in true *Trailblazer* style. Survive the first two sections and it's into the Tower, which is seen from above à la *Shadow Skimmer*. Move down the roads, follow the arrows and avoid the traps. And that's about all there is to it.

The 3-D moving pathway section, although drawn well, is far too easy to complete, and the overhead section is a little on the simple side too, as long as you watch the energy levels. Complete a section, then it's on to another part of the planet for another bash (and new backgrounds). As I said, the graphics are great, just what you'd expect from Paul *(Terminus/Glass)* Hargreaves – highly detailed and well used throughout. If you take away the graphics, though, there ain't much of a game left. Still, at budget price it's worth a go just to see the marvellous detail Paul has managed to cram into the program. If you enjoyed *Trailblazer* this is definitely for you.

YS CLAPOMETER

Entertaining* Trailblazer *clone with more depth and better background graphics throughout. A bit on the easy side though.

GRAPHICS	■■■■■■■■□□
PLAYABILITY	■■■■■■□□□□
VALUE FOR MONEY	■■■■■■□□□□
ADDICTIVENESS	■■■■■□□□□□

TOTAL 7

SAMURAI TRILOGY

Gremlin Graphics/10.00

Tony L

long line of bash 'n' slash simulations to hit the TV screen. This time it's *Samurai Trilogy* from Gremlin Graphics. It's been out on the Commodore for some time but now Speccy users have the dubious honour of sampling the delights of Eastern promise. Frankly I'm surprised that the Samurai legend has never been chosen before for conversion to computer, the oriental tough guy image is perfect for a realistic punch 'em up. Unfortunately you have to wade through an ordinary Karate sim, and a Kendo adaptation to get to the Samurai fight itself – but it's worth waiting for.

The program begins with a smart front end which leads to the language selection bit. Try Deutsch just for a giggle! Then you have to choose whether to practice or fight in one of three martial arts. But now comes the dreaded multi-load system that takes a lot of the addictivity out of the game. Each event has to be loaded separately, so be prepared to wait a while. Before each fight you have the chance to assess, though it's only guess work, your opponent's key attributes, and adjust your own accordingly. There's a long list of opponents to choose from, but selecting weaker chaps will lose you favour points from your trainer, Chu Yu. (*Same to you! Ed*)

Once a selection has been made, you begin your training program by selecting three of the twelve fitness routines. These include Meditation, Sparring and Reflex training. It's a pity that you only get to choose the routine and not to actually watch it! Next your fight tactics have to be chosen. Distribute five given points between four defence tactics, then do the same for attack.

After all this messing about it's time to begin combat. To reach the position of Samurai Warrior, several opponents in each of the three events must be fully defeated. A program such as this stands or falls by the quality of the animation, and I am afraid that Samurai is a touch too slow and jerky for my taste. But the chunky size of the well drawn characters and the natty oriental backdrops lend a touch of class to this otherwise ordinary slash 'n' hack game. Me? I'll stick to *Barbarian*. See you at Chopemup Temple sometime.

YS CLAPOMETER

A decent stab at bringing two new bash 'n' slash simulations to the Speccy, plus yet another Karate game.

GRAPHICS	■■■■■■■■■□
PLAYABILITY	■■■■■■□□□□
VALUE FOR MONEY	■■■■■■□□□□
ADDICTIVENESS	■■■■■■■■□□

TOTAL 7

MYSTERY OF THE NILE

Firebird/£7.95

Rachael Something bizzare's happening in the old bazaar. Baghdad? That's no way to talk about yer mum, son. But what a way to Cairo on. There's evil Arabs aplenty pitting themselves against the three heroes — or rather two heroes and one heroine — of this all-shooting arcade-adventure.

But if I say 'arcade-adventure' that could suggest naff little graphics and plenty of leaping and dodging, with lots to do with arcade, but precious little to do with adventure. *Mystery Of The Nile* is much more a case of characters on a quest.

So put Willy out of your mind and think instead of Wally and his ilk. Your heroic trio here are big, chunky sprites, smoothly animated as they pursue their mission in the Middle East. So select your controls and step on down Nevada Smith — who swears he's never been Indiana — Al-Hasan, your Arab ally, and Janet, the plucky dame.

Actually, it's Janet who you encounter first, alone and aloft, atop a balcony amidst the minarets (coo, dead poetic, what?). Time for a little ledge leaping as she hurtles for her ammunition. Each character has it's own weapon and in the case of Janet it's bombs.

Once she's picked up the explosives — which resemble a pile of profiteroles — she's ready to do some arcade-adventuring. Don't expect to have to discover lots of obscure objects and build your own fusion reactor to get off the screen, though. There's nothing so intellectually taxing in this game. Instead, you just have to kill enough dastardly Arabs to progress.

In fact, it won't take long to learn that the secret of finding Abu-Sahl and the Jewel of Luxor (though it don't say Lux-or what) is to keep on killing. But it's not quite so thick-eared as it sounds. You have to learn where the enemy appears from, so that you can deal with them efficiently. And be prepared to dodge gunshots and the odd stick of dynamite, because they won't all sit around and wait for you to play top-the-towelhead!

Three screens into the game and you run into the next of three daredevil adventurers. Al-Hassan — but Paul Simon calls him Al — follows and once you've picked up his weapon, an umbrella which he uses to deadly effect, you can change between characters with the number keys.

Two more screens and you're off to Nevada — Smithy that is (handsome and heroic — obviously some relation). He packs a six-shooter (*Or is he just glad to see Janet? — Ed*) which he picks up in the next screen. So now you've rounded up the trio and things really start to get tricky.

Heroes they may be but brainy... forget it! In times of stress they keep cool... so cool they get in each other's way! Talk about stoopid! The only way you can prevent yourself shooting, stabbing or blowing up one of your allies, depending on who you've got under control, is to work out the order in which they follow each other.

Later screens introduce nastier problems, such as assassins on roof-tops and attacks from both sides. It's at times like this that you'll need a double-ended defence and a few extra fingers as you switch between characters. Each screen has its own particular problems, and by the time you've fought your way to the end of the tenth, you'll be glad of the save facility which means that further games can start without too much dull repetition.

The mystery of *Mystery's* origin is easily solved — Made in Spain sort of gives it away. But like so much Spanish software, while this is great on the graphics, it's a little lacking in terms of playability. You have to be so swift with the number punching if you're to defend yourself that only professional typists need apply for the quest.

No, that's not fair. It's tough, but it can be beaten. I know because there were times when I was sure I'd never get off a screen... and then I discovered the secret and off I went. So get the sand in your sandwiches and camel-long on this Middle-Eastern massacre. And don't stop what you're dune till you reach your just deserts.

Dealing with this roof-top sniper isn't made any easier by the failure of the instructions to tell you that Nevada shoots upwards when he's kneeling down. You can then pick off the pest — but only if you can find a way of keeping Janet and Al out of the way. Other vital info the inlay omits is that the range of Janet's bombs depends on how long you keep the fire button depressed.

YS CLAPOMETER

Tough large-scale arcade-adventure with lots of shooting and bombing as a terrific trio take on the evil Abu-Sahl.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTENESS

TOTAL 8

DAWNSSLEY

Top Ten/£1.99

Tony W Oh no, not again! Not another *Gauntlet* clone! I can't take it anymore! Arrrrgghh! Take my advice and don't *you* take it either. *Dawnssley* tries to be a straight copy of the big *G*, but fails on every count. The underground levels, the elf, the warrior, the leys, the monsters, the boredom are all here in this cheapie. Unfortunately, so too are a catalogue of bad programming techniques. There's a horrible jangly noise when playing that can't be turned off, jerky scrolling, mysteriously vanishing character squares (including your chap at times!), no quit keys so you have to wait ages to be killed before starting again, no joystick option. Add to this no loading screen or title music, and all but impossible gameplay, and you have a poor package. Even at £1.99 it's not worth the dosh, Tosh. Never mind *Dawnssley*, call it *Yawnssley* and you're on the right track!



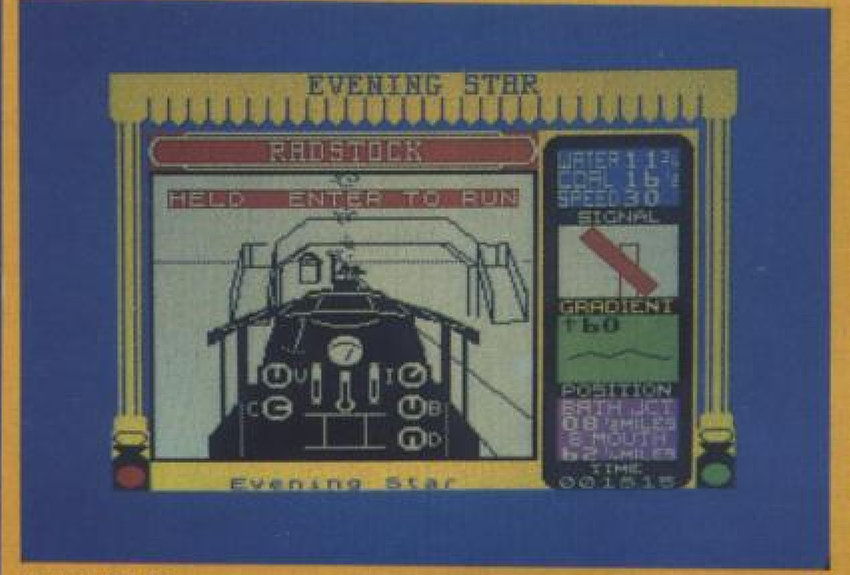
YS CLAPOMETER

Cheap Gauntlet clone that lacks quality and gameplay. Very poor value.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTENESS

TOTAL 3

EVENING STAR



Hewson/£7.95

Rick It's several years now since Hewson released its minor classic *Southern Belle*, a steam train simulation which took you as driver/fireman on a London-Brighton steam run. *Evening Star* is the rather belated follow-up, reproducing the previous format and graphical approach but in a more extensive and sophisticated style.

The game relives a trip from steam's halcyon days when the mighty BR9F engines pulled trains across the beautiful countryside on a 70-mile haul from Bath to Bournemouth. Trainspotters (real ones!) will immediately know we're in a different league from the *Belle*. Instead of a straight 60-mile dash, programmer Mike Male and designer Bob Hillyer have recreated every tortuous twist and turn, incline and decline, tunnel and embankment. And if you don't think *The Star*'s a runaway demon, just try to control her temper as she hurtles down the long decline to poor little Shoscombe at 75mph!

But while the Hewson boys have packed in more content, they've not zapped up the presentation. The main 'over the fireman's shoulder' view of the track and surrounding countryside is still black and white, while the 'detached moving graphics' still lurch at you as though the brakes are intermittently being slammed on.

But these are minor quibbles in a program so packed, it'll have sophisticated gamers and railway enthusiasts alike curling their toes in delight. Gameplay options are too numerous to mention, based on how many of the engine's seven controls you wish to use and in what combination. The computer automatically takes over those you omit. All the variations give you different smoke levels from which you must interpret how efficiently you're burning coal. Toggle frequently between the main screen and timetable, and you'll know how close to schedule you are.

Getting going is fairly tricky, but there's a menu of seven different journeys you can make, all with various hazards and problems, from exploding fusible plugs to smashing through the Bournemouth buffers (a trifle embarrassing). But whether you choose to toddle along the local non-stop line or to smash the Bath to Bournemouth speed record, you'll always get an inspector's report assessing your safety, timekeeping and economy as a driver. Anything over 70% is pretty good, but below that beware!

I can't see that *Evening Star* will be a runaway commercial success, steam trains being something of a minority interest. But it's certainly in a different class from *Southern Belle* and, well, you never know — it may just gather fans from gamers as well as those funny little chaps in anoraks. All aboard!

YS CLAPOMETER

A red hot and steamy trainsim that's on the right track. Challenging and tricky, though less than startling graphically.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 8

STREAKER

Bulldog/£1.99

Tony W It's enough to put you off your food! The hero in this new budget release by Bulldog is a big, fat, wobbly male sprite, attired only in his birthday suit. Thank goodness he's still got his socks on!

How he got to be in this state is all part of the plot. Carlin, for it is he, took a trip to the planet Zuggi to buy a new defence system for Earth. Well, after a round of talks with a top official, Carlin decided to take a rest at the fitness club. Unfortunately a gang of muggers pounced on him on his way, and not only nicked his top secrets, but also most of his clothes! Getting his gear back is going to be a bit tricky as the muggers scattered it around the shopping complex, and many of the establishments take offence when Carlin's naked form tries to get inside. On top of that, there's a food shortage on Zuggi, so if you spot any food, scoff it quick.

Collecting Carlin's (black label) togs is what the game is all about. Before you can enter certain buildings Carlin has to cover his embarrassment, but of course he has to find something first! *Streaker* is basically a *Spellbound* clone. It even includes it's own menu selection window which works well. Where it differs, and where it is original is in the use of the different opening times of some of the buildings. The game is played in 'real time', so shops or pubs are only open at certain times, which is where the tricky part of the game starts! Good, clear graphics, nice animation and the large playing area make the *Streaker* the best Bulldog since *Feud*. It's not easy, but bear with it for some naked entertainment.

YS CLAPOMETER

Useful little Spellbound clone with nice animation plus a touch of originality in the plot. Excellent value.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 7



JOE BLADE

Players/£1.99

Tony W Worra hero! Rippling biceps, super strength, mean, tough and fearless. His name — Blade, Joe Blade. Licenced to thrill and kill a bit. If you have a problem, send for this man.

The world governments have a bit of a problem: a gang of crazed terrorists are holding six world leaders to ransom somewhere in the massive fortified HQ belonging to the infamous Crax Bloodfinger. Send for Blade, and his trusty tommy gun. If anyone can do the job it's this man.

You control Blade in this great little arcade adventure from Players. Your mission is to rescue the captives and activate six booby-trapped bombs, then get the hell outta there. The game is a cross between *Dan Dare, Jack The Nipper*, with a little *Ranarama* thrown in for good measure. The graphics and backgrounds are well detailed and remind me of that Gremlin classic, but the plot is pure Dan Dareish. It's a flip screen affair with a maze of interconnected rooms and passageways filled with bad guys and the occasional useful object. You will stumble across bombs from time to time, which instantly transfer you to the defuse screen. Here you are confronted with a series of letters that have to be rearranged into alphabetical order (à la *Ranarama*!) within a time limit, or it's goodbye cruel world. Map-making is essential, so is the correct use of the limited supply of cell keys, so be warned!

The animation is first class and the sound (on the 128K version at least) is great, with a nice tune on start up, and decent FX throughout. *Joe Blade* is very easy to get into, and not so hard to play. It should give Players a top ten hit. The game is easily worth more, so get out there, buy your copy, and get liberating now.

YS CLAPOMETER

Best Players budget game ever. A terrific search 'n' shoot mini* Dan Dare *clone, with good graphics and animation.

GRAPHICS	■■■■■■■■■□
PLAYABILITY	■■■■■■■■□□
VALUE FOR MONEY	■■■■■■■■■□
ADDICTIVENESS	■■■■■■■□□□
TOTAL	**8**

DRAUGHTS GENIUS

Rack-It/£2.99

Rick Here's a draughts game you won't catch a cold from. *Draughts Genius* is the first release on Hewson's new Rack-It budget label, but don't fret — this isn't a cover to release old dross as new but cheaper dross. With Mastertronic handling the business end, Hewson promises a regular supply of high quality games at hilariously low prices. And starting it all off, *Draughts Genius* at £2.99, is a classy little package.

With eight levels of difficulty, it's you against the computer in the form of Einstain (sic!) who's rather nattily realised in the good, bright and colourful graphics. The violin-playing prof burps little speech bubbles to tell you it's your move, or that you've done something illegal. He also scratches his head while thinking (and the screen turns blue), and looks bored if you take your time, though he's a good enough sport to shake hands if you're triumphant.

You're always black and go first if you're up against Einstain, but he can also play himself, or you can go into a human head-to-head. Most of the screen is the board so you're given a huge wide perspective and a clearer view of your pieces than you'd get in many (more expensive) chess simulations.

Moves can be made with joystick or keyboard, and are achieved by clicking on a draught, then double clicking over the required square. This facility gives you the opportunity to suss out what a dumb move you've made and change your mind. On-screen info lets you know whose move it is, how many moves you've taken, which level you're on and the time elapsed.

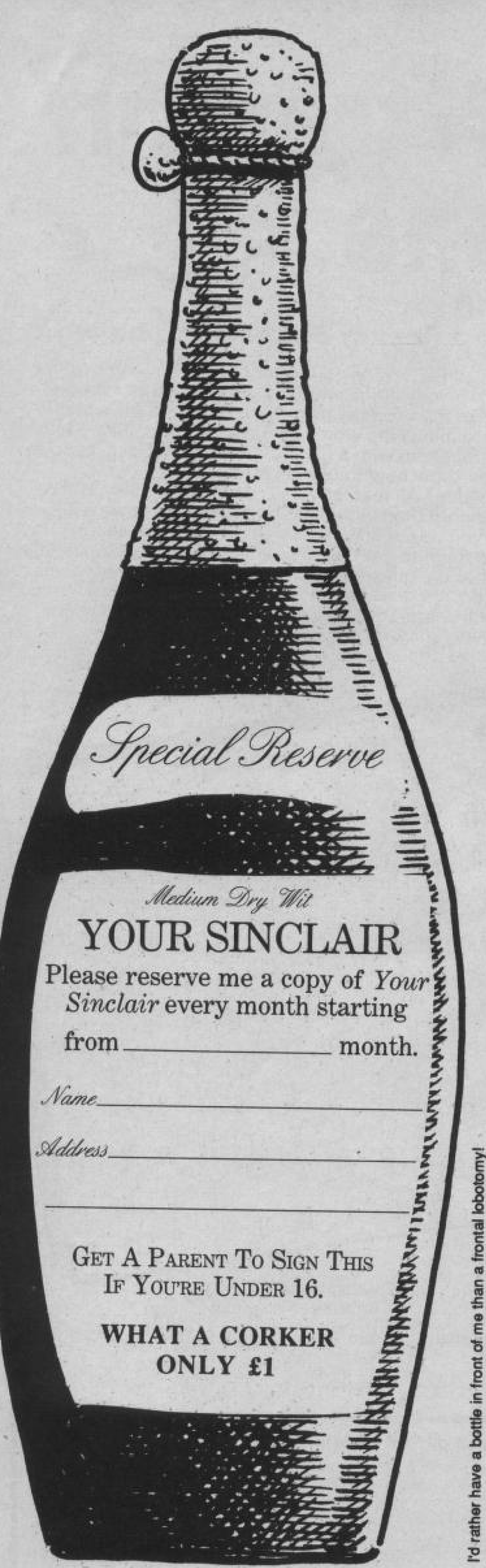
All genius has its flaws, of course, and this one's no exception. It only plays the "English" game, where you have to take, no huffing. This cuts down on possible subtleties. And I wonder if the early levels are not a little too easy. It wasn't until level five that I wasn't able to beat Einstain first whack. (*But then you've always been a clever clogs, haven't you? Ed*). Mind you, it makes a pleasant change to beat the machine, and gives the game tremendous playability for every age and skill. Let's hear a big cheer for a cheapie!



YS CLAPOMETER

Proving that 'budget' doesn't have to mean 'dross', a playable cheapie, but perhaps a little on the easy side.

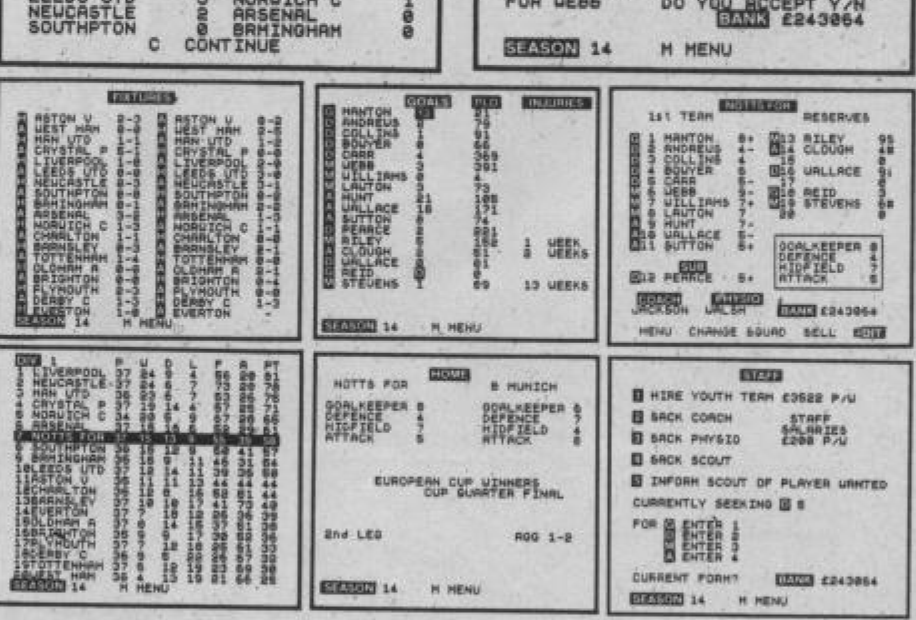
GRAPHICS	■■■■■■■■■□
PLAYABILITY	■■■■■■■■■□
VALUE FOR MONEY	■■■■■■■■■□
ADDICTIVENESS	■■■■■■■■□□
TOTAL	**8**



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Lean Mean Streakin' Machine

YS COMPO

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In Mirrorsoft's new game, *Mean Streak*, it may be the 23rd Century, but you've still got a bike and a comb in your back pocket. And although the M25 is now called the Battletrack, and you risk your life daily against a bunch of deathdealing outcasts, you've still got a quiff so rigid it would break a swan's wing with one blow! You're a mean rider, and you can take it.

And now, with the help of *Your Sinclair* and Mirrorsoft, you can be the heppest cat this Century, with 10 prizes of the *Mean Streak* game for your Spectrum and Rockin 'N' Rollin' Rocker Filofaxes, plus Rocker Filos for 15 runners-up... Listen bud, these items are so cool people chill their drinks in them! So what do you have to do to get all this instant (just add water) street cred, hmm? It's a cinch, daddio, 'cos all you gotta do is look at the word square on the coupon, and having found all the words listed, ring them with a pen. You know how to use a pen, kiddo? All reet, all root, alright! Then with the letters you've got left, arrange them to get the answer to the question "What do you need to complete *Mean Streak*?". Simple eh, Rockers? Fill in your name and address and send the whole lot, or a photocopy, to: Weeeelll, Bee Bopalula She's Mah Baybeh Comp, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.

And, as they say in the famous tune, "that is all". Okay, grease-spots, get your motors runnin', head out on the highway, lookin' for adventure, whatever comes your way!

See you on the Battletrack. Vvvvvvrrrrrooooom!!!



MEAN STREAK
LONDON
OUTCAST
REBEL
NUDGE
DAVID BISHOP
BARRIER
ICE
RAMP
BATTLETRACK
MIRRORSOFT
WALL
WHEELIES
DALALI
OIL DRUM
SPIKE
TYRE
OIL SLICK
ICE FIELD
CRACK
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Rules

- Members of the Dennis Publishing and Mirrorsoft cycle club better not enter unless they like eating tyre irons.
- All bikers must ride their entries in by November 30th, or they may find they've missed their turn.
- Any rockers who mess with the Ed's decision will wake up with tyre marks on their backs.

The remaining letters spell out the major skill needed to complete *Mean Streak* which is..............................

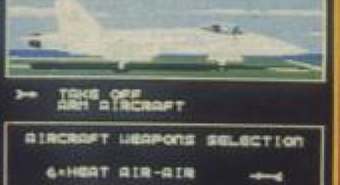
Name of Rider..............................

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ACE 2



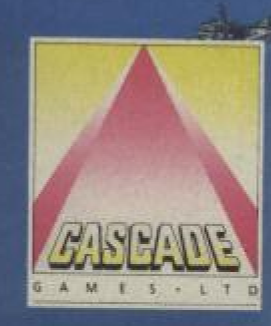
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- *Computer opponent has advanced artificial intelligence at 20 skill levels.*
- *Comprehensive options.*



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Screen shots are taken from the C64 version





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COMPO WINNERS

CHOP FUEY!

Hiiiiii-arrrhhhggg!!!! Thwack! No, it's not Phil fighting with the Ex-Ed, it's Marcus having a bash at Melbourne House's Fist II — and losing! Well, these lucky 75 aren't losers 'cos they each won a copy of Fist II in our Kung Fu Kompo in the May issue for spotting 25 fists in the punch-up.

Winners: *B Gregorick of Notts; Allan Parkinson of Lancashire; Paul Walker of Tyne-and-Wear; Andrew Hardy of Wrexham; Beverley Simcock of Huddersfield; Sean Rose of Worthing; James Doolin of Essex; Colin Mackie of Scotland; L J Ring of Shropshire; S Robinson of Kent; Joseph Marshall of Lancashire; Thomas Muir of Glasgow; Andrew Miller of West Lothian; Andy Green of Kent; Adam Graham of Birmingham; Julia Davis of Birmingham; Ian Brown of Cleveland; Gregory Quinn of N Ireland; Mark Phillips of Manchester; R Gabriel of Devon; Andrew Lawrence of Whitby; Robert Greenwood of Bradford; David English Jnr of Middlesex; Stuart Warrilow of West Midlands; Richard Kane of N Ireland; Robert Moss of Norfolk; David John Brunet of Wigan; Kelly Hammond of Cumbria; Brett Cooking of Lincoln; Matthew Colbourne of Kent; Nicholas Arnott of Bristol; Bob Foster of Plymouth; J Logan of West Midlands; Martin Fuller of Suffolk; William Spence of Grantham; Richard Adams of Bucks; Douglas Andrews of Scotland; Peter Savage of Milton Keynes; Phillip Houghton of Cumbria; Paul and Glenn Gibney of N Ireland; Michael Cooper of Humberside; Andrew Brown of Belfast; Nicholas Lloyd of Oxon; Stephen Portwine of Wokingham; Adam Chambers of Gillingham; J C A Fitzpatrick of Northampton; Russell Scoates of Cambridgeshire; Stuart Antony Fearn of Essex; Neil Howard of S Devon; Ryan Deggend of Anglesey; Kevin Riley of Bolton; Omar P Guendouz of London; Frank Connell of Liverpool; Nick Wooller of Herts; A Brogders of Derby; N P Powley of Norfolk; Darren O'Neil of Stockport; Matthew Denton of Bedfordshire; Barry Mitchell of London; Andrew Hayes of N Yorks; Philip Kelly of Cheshire; Paul Kelly of Staffs; Lox Mason of Cumbria; A R Nicholls of Devon; Richard Gunn of Northants; Malcolm MacKenzie of Bury; Tim Duckworth of Tewkesbury; Mark Jennings of Cheshire; Stephen Tam of Edinburgh; David Price of Tewkesbury; Jason Bruce of Milton Keynes; S Chung of Bedford; Stephen Blawer of Sheffield; Joao Manuel Magalhaes of Portugal and, finally, S Scholefield of Wishaw. Enjoy your fisticuffs!*

DOIN' TIME

The three lucky winners of the *Jailbreak* compo Konami ran in the March issue won't be doin' time in the morning 'cos they've won themselves a fancy Philips electronic clock radio. 30 lucky runners-up will be doin' porridge with a copy of Konami's *Jailbreak*. And here they are:

Winners: Angus Gillies of Isle Of Lewis, Scotland; Mark Cox of Darlington, Co Durham and Paul Thomas of Liverpool, Merseyside.

Runners-up: Peter Goldspink of Walthamstow, London; Raymond Henderson of Glasgow, Scotland; Anthony Grady of Blackurn, Lancs; Dean Price of Stoke-On-Trent, Staffordshire; Joseph John Grue of Liverpool; Andrew Flynn of Purley, Surrey; Piers Brilliant of Newport, Shropshire; S Bowman of King's Lynn, Norfolk; Ciaran Le'Mon of London; Kev Baldwin of Royal Irish Rangers; Neil Irvine of Parbold, Wigan; Michael Reynolds of Wolverhampton, West Midlands; Denise Leah of Peaudale, Nr Buxton, Derbyshire; Wayne Grant of High Wycombe, Bucks; M J Wright of Felixstowe, Suffolk; Mark Houston of Dunfermline, Scotland; Andrew Dungey of Penryn, Cornwall; David Batson of Chelmsley Wood, Birmingham; Fotis Fotinakis of Brighton, Sussex; Christopher Graham of Prescot, Merseyside; Ian Saunders of Lanark, Strathclyde; Diane McKay of Dumfrieshire, Scotland; Mrs Carr of Poole, Dorset; Helen Williamson of Moran, Scotland; Stuart Hoysted of Yeovil, Somerset; Robert Tidy of Brighton, East Sussex; Stewart Dean of King's Lynn, Norfolk; David Harris of Ramsgate, Kent; Robert West of West Germany and Michael Dentice of Aylesbury, Bucks. Congratulations to all of them!

BEDTIME FOR BONZO

We all know who the Pres of the United States is, except Ronald Reagan, of course. But who was Pres before him? That's what we asked you in Addictive's compo in April's *Frontlines*, and ten clever dicks came up with the right answer — good ol' James Earl Carter or Jimmy Peanuts to his friends. Each of the winners walks off with a copy of Addictive's game, *The President*, and a poster.

Winners: Kevin McIntyre of Dalston, London; Nicholas Mener of Reading, Berkshire; Andrew Greenslade of Clevedon, Avon; J Mollaghan of Co Cork, Ireland; Chris O'Donnel of Port Glasgow, Scotland; J F Daniels of Milton Keynes; Kit Grant of Glasgow, Scotland; D Bardwell of Great Hormead, Herts; Cathy Welsh of Glasgow, Scotland and Mrs Caroline Middleton of Sheffield. Well done!



STEAMIN' AND A'ROLLIN'

We received wagon-loads of entries for this star-studded compo in the April issue. Now you can let off steam 'cos here are the two top prize winners, who'll each receive a pair of tickets to see *Starlight Express*, an Ariolasoft sweatshirt and a copy of *Greyfell*. Five second prize winners will receive a sweatshirt and a copy of *Greyfell* and the 25 runners-up get a copy of the game.

1st Prize Winners: L A Lee of Twickenham, Middlesex and Christine Waters of Colchester, Essex.

2nd Prize Winners: Marlon Breufield of Battersea, London; P Walsh of Slough; James Adams of Wendover, Bucks; Alan Corfield of King's Heath, Birmingham and Benjamin Westwood of Whitbourne, Worcestershire.

Runners-up: S King of Gillingham; Helen Taylor of Gateshead, Tyne And Wear; Ashley Pearson of Truro, Cornwall; Clive Bishop of Reading, Berkshire; Mark Tose of Sunderland; Jason Pentecost of Lingfield, Surrey; Matthew Webb of Ipswich, Suffolk; Kevin Carr of Clacton-On-Sea, Essex; Steven Ankrett of Chesterfield, Derbyshire; Tim Smith of Sittingbourne, Kent; C Burtwell of Newport, Isle Of Wight; D Chamberlain of Redfield, Bristol; Jonathan Archer of Goole, North Humberside; David Sullivan of Walsall, West Midlands; Thomas Brettel of Dudley, West Midlands; Martin Owen of Caernarvon, Gwynedd; Andrew Leaman of Castlemilk, Glasgow; Gilbert Van Loeke of Antwerp, Belgium; Jason Marshall of Top Valley, Nottingham; Darren Cotton of Blackpool; Michael Gale of Dorking, Surrey; L Smith of Hull; Gary Warriner of Middlesborough, Cleveland; Kevin Guy of Norris Green, Liverpool and John Summerscales of Clackmannanshire, Scotland.

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FLUNKY



PART TWO

Piranha/£9.95

Mike So what's the name of the game? *Flunky*, you dumb cluck, can't you read? And what's it all about? Well, just a simple matter of getting the Queen's autograph, that's all. To do that you first have to get Charles, Di, Fergie and Andy to scribble their illustrious signatures in your book. You'll also have to light all the fires in the Buckingham Palace fire-places. Easy-easy-easy... here we go, here we go, here we go...

Hang about. Why is that palace guard pointing his weapon at me? Doesn't he know I'm on his side? Oy, pal, I work here too, you know! BANG! Blimey, not much point trying to reason with him. Must have an IQ equal to the average house brick.

I may be new at the job but I'll soon get the hang of the palace layout. Through the first door is Andy and Fergie's apartment, through the second door live Chas and Dave, sorry Chas and Di, and through the third door... BANG!... erm, yes, obviously Her Majesty's private apartment to which I'm not privy yet. Must get those other autographs first.

Tumti-tumti-tum, just go through here and... ahem, sorry Andy, I mean Your Highness, didn't realise you were in the bath, I was hoping I might catch... ahem, cough, no, nothing at all. What's that, sir?? Bring you something to play with? What about your loofah? You want a boat, right, I see. Tra-la-la... three rooms away, here's a boat, this is going to be easy, tumti-tum... there you are, sir. What, no good? Rats, there's no pleasing some people. I'll go and light Fergie's fire instead, if you'll forgive the expression. What's that Ma'am. You want some freckles? At once Ma'am.

What's this on Fergie's dressing table? Looks like a radio. The graphics are good but I wish these arcade-adventures would actually tell you what it is you've found when you've found it. Ah-ha! A secret passage! Some kind of radio control device, obviously. I'll just go down in the cellars... and here's another boat! But when I go into that dungeon the portcullis drops behind me. And to raise the portcullis, I have to pull on this here hanging skeleton... pull, pull, pull, then run like a flunky and I can just get out. And if I stop to pick up the boat, I can't make it past the portcullis in time.

Back to Chas and Di. Now is this Di's wig... could be a set of curlers... or is it a spring? And why are all these balls bouncing about in the next room? Splat-splat-BOING! That's me getting hit on the head twice before discovering it is indeed a spring I'm holding, and it'll bounce these balls from one room to another.

To sum up, my little would-be flunkies, this is a game with big graphics, funnily done, and with more than a touch of the Wallies about the way you collect objects and have to work out what to do with them. Redefinable keys, joystick option, and if you get fed up with the English version, you can play in any of four other languages. Takes a wee while to get into, but then I was playing with no instructions. The only quibble could be it might prove a mite too difficult for the average gamester, but for those with perseverance all I can say is splat-splat-BANG!-BOING!-splat, Ma'am. Now 'scuse me while I tug my forelock... ahhhh!... By jove I needed that.

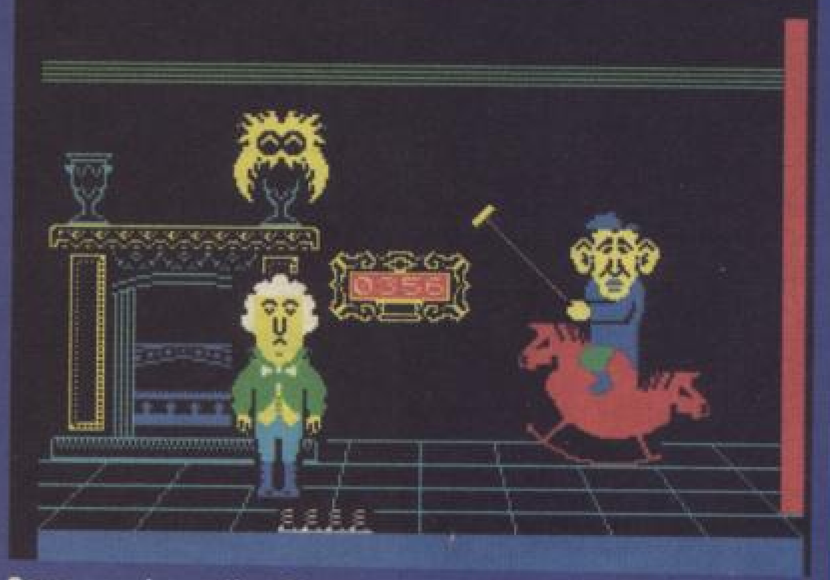
YS CLAPOMETER

Irreverent arcade-adventure that could get winners thrown in the Tower. Perhaps a touch too difficult for its own good.

GRAPHICS	■■■■■■■■■□
PLAYABILITY	■■■■■■■■□□
VALUE FOR MONEY	■■■■■■■■□□
ADDICTIVENESS	■■■■■■■■■□
TOTAL	**9**



Andy's very keen on keeping clean, and spends most of his time in the bath. Fergie meanwhile sits in her room off to the left, studying the mirror. So what can the object be with RED written on it? Fergie's box of instant freckler? Don't panic, 'cos it's the royal towel, for drying the royal bod.

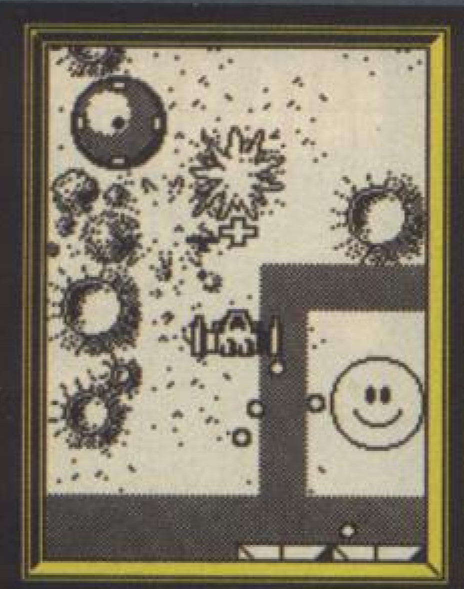


Some people say that Charles is off his rocker, but as you can see from this shot, he's comfortably seated on it. Still barmy as a coot, though. Question is, can you get his polo balls? You'll need the springs to catch them, and take note of the time – it's counting you down towards the dole!



YS Seal Of Approval
All games reviewed in Screenshots are finished products.

MOONSTRIKE







Mirrorsoft/£7.95

Mike Meet Professor Humpty Bogus, inventor of the digital teabag — sounds like the type of character who turns up in my Subs Club letters column from time to time. But no, he's the villain of this smidgeon-under-a-megagame game called *Moonstrike*. Not satisfied with the digital teabag, Bogus has also built a Tachyon Vortex on the far side of the moon, and he's threatening to blow up the earth with this superweapon. Your mission (and you're advised to stop the tape loading if you're not interested) is to breach the lunar defences and destroy the Vortex.

Moonstrike is best described as a slightly slowed-down version of *Slap Fight*. It's the same idea of moving your ship forward over the scrolling-down landscapes, zapping and dodging, with equally good graphics and smooth movement, but it's all done at a slightly slower pace. This should be an improvement for an aged wrinklie like me, but I found it a bit annoying that my ship wouldn't move quite quickly enough — a bit like flying through treacle.

In fact blobs of treacle are one of the enemy defences, along with light bulbs, and while these come down the screen at you there are various gun defences blasting ping-pong balls in all directions. Well that's what they look like! Whatever they are, it's best to steer clear of the foot of the screen as they carry on firing even after they've scrolled off the bottom, so if you're not careful you quickly get a ping-pong ball up the bum.

In your support you have a cross-hair sight in front of your ship, and you can use this to plant mines to blow up the gun turrets as they come towards you. Your reward for getting to the end of the first level is to face a massive turret which spits bullets in eight directions and clouds of gas just to fill in the gaps — took me ages to get past the first of these, and face the pleasures of the even nastier levels beyond. A terrific space shoot-out. Buy! Bye-bye!

YS CLAPOMETER

A smart little shoot 'em up with simply superb graphics, though a little on the slow side.

GRAPHICS	■■■■■■■■□□
PLAYABILITY	■■■■■■■■□□
VALUE FOR MONEY	■■■■■■■□□□
ADDICTIVENESS	■■■■■■■□□□

TOTAL 8

CALLING ALL BURNERS . . .

SUPER HANG-

Is on

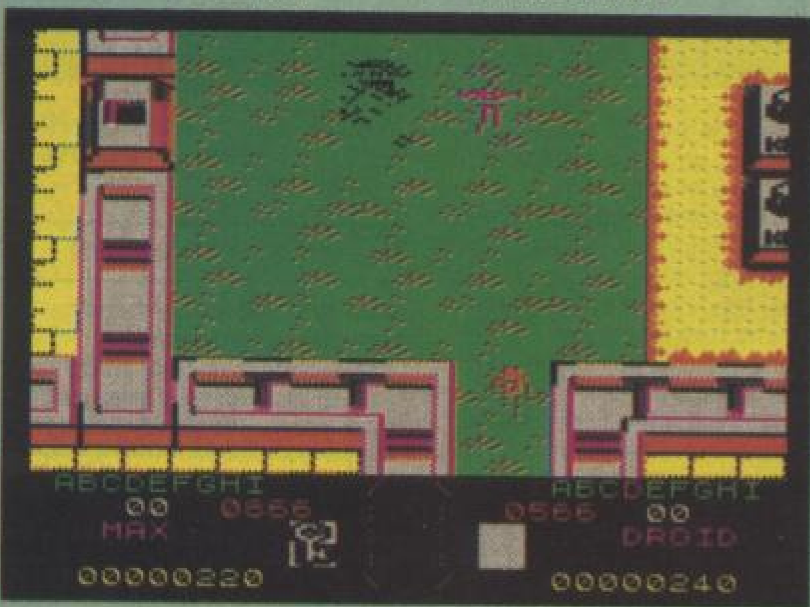
SEGA®

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CENTURIONS

Reaktor/£8.99

Nat Oh cripes! Doc Terror has nabbed a load of Tyron-dichromate and is about to destroy life as we know it, and probably Phil Snout, too! There's only one thing to do... call in the Centurions. This is where you come in, so snap your weapon systems onto your Exoframe, put on your cool shades and it's Powerxtreme!



Yes, I know the Centurions don't wear shades but you'll have to if you want to survive long, 'cos with this game it's Eye-strainxtreme. Not only is the colour scheme as garish as you can possibly imagine, but the sprites are miniscule, dotty blobs which flicker as they move around and flicker even more when the screen scrolls, but then the whole screen flickers while scrolling!

Centurions is hardly hot on the originality front either; it is a sort of *Gauntlet* meets *Nemesis*. You can collect extra weapons by killing certain aliens and use different keys to open different doors. Some areas of the maze can only be accessed by certain Centurions but you can change the bloke you're playing at the start.

So, the game boils down to a lot of repetitive to-ing and fro-ing as you run back to base to change your man, then back to the maze to open a door, and then back to base...

The two player option does little to incite more excitement, or improve the addictive qualities. I notice that the programmer is called A. N. Other; it's no wonder he's decided to stay anonymous!

YS CLAPOMETER

A tedious Gauntlet clone which has been rendered completely unplayable by messy graphics and flickery scrolling.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 5





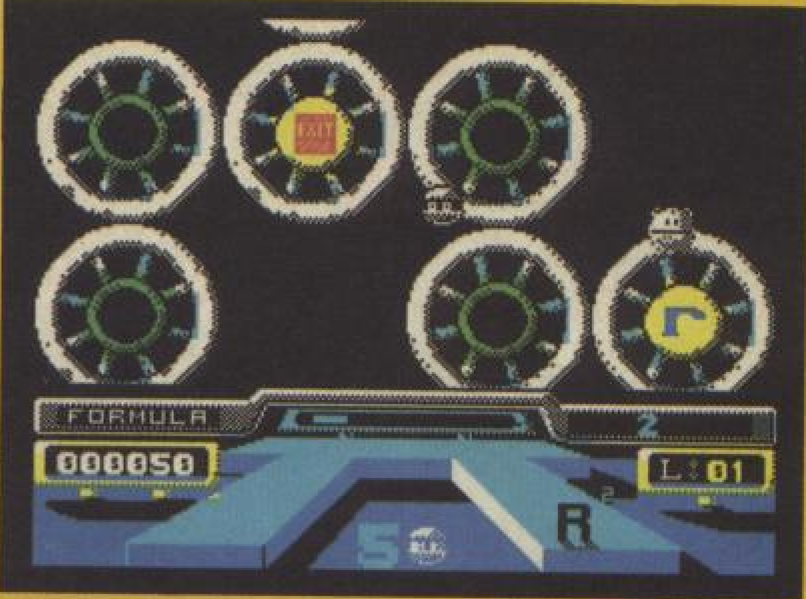


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πr^2



Mind Games/£7.95

Tony W The idea of being able to enter your own head and literally collect your thoughts appeals to someone like me who spends his entire life drifting from one day-dream to another!

Our hero, Professor Storm, can't afford to day-dream — his big day is at hand. He's facing his important television debut, a lecture on geometric solids for the Open Polytechnic. The studio is hushed, the credits begin to roll and... panic!! His mind is a total blank. Only one thing for it — he has to get inside his own head and sort those stray thoughts out.

This isn't as easy as you might think. The Prof's brain is full of distractions; thoughts about ice cream, molecules, and other thingies get in the way, often reducing his IQ (life) level. While he collects the scattered formulae (in the correct order) all these distractions have to be avoided by skillful movement around the cogs and gears of his complicated brain.

Well that's the scenario. The game itself is another 'collect and dodge' multi-level arcade adventure, just substitute the platforms and ladders for wheels and cogs. The program is enjoyable and addictive. I often felt myself wanting just another go — the sign of a great bit of software.

The presentation is original, I don't think I've seen the idea of spinning 'cogs' before, and the way the screen is drawn and characters animated (all beautifully done) all lend it a fair bit of style.

All in all, I found this game to be simple to play but hard to put down, the best Mind Games offering for quite a while. If you fancy tidying your brain, get Pie R Squared and you're on your way. One niggle though, it's a mite overpriced at £7.95. £4.99 would have been nearer the mark chaps!

YS CLAPOMETER

An original 'collect and dodge' arcade mind stretcher. The best thing Mind Games has released for years. Bit pricey though.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 8

FOOTBALL DIRECTOR

D&H/£8.95

Marcus Although most of the games industry has been cornered by the big companies with their vast marketing spends, advertising budgets and freebie lunches for Dr Berkmann (more, please!), there's one tiny sector that's still well under control of the independents — the footie management simulation. It's probably got much to do with the massive success of *Kevin Toms' Football Manager*, which has bobbed in and out of the charts for nigh on five years and is probably the best selling Speccy game ever. (Is it? I'd be interested to find out.)

The best of the current crop is D&H Games' *Football Director*, which is about to be made widely available after some time on mail order only. Written by De Salis and Huggard it's a no-frills sim which cuts out any unnecessary graphics and attempts at arcade action and sticks to what footie sim fans really want — pure strategy. The packaging's modest — a simple inlay card with the barest of instruction — but if you're interested in a game like this, you're going to know exactly what's required, and what you don't get immediately you'll pick up along the way.

Starting at the bottom of Div 4 (where else?) you must pick your team and battle through a full league programme without throwing all your money away. You can mortgage your club when the going gets tough (which it will) and also borrow dosh from the bank. There's a full timetable of League, FA Cup, League Cup and European matches. Players have skill points, which are influenced by morale, which is naturally decided by winning or not. Morale is surprisingly fragile. There are appalling hazards all along the way — injuries, sendings off, postponements, crowd violence, retirements, interest, tax, other managers trying to poach your players, even sackings. There are fixture lists, automatic updatings of the league, midweek games, the opportunity to buy or sell shares, international games, loads of transfers and even three skill levels. It makes *Football Manager* look like a tatty old Basic game. If you like this sort of thing (which I do), you'll love this.

If you have problems finding it in the shops, send £8.95 (cheque/PO) to D&H Games, 19 Melne Road, Stevenage, Herts SG2 8LL. Oh, and remember to save regularly — it has the occasional tendency to crash!

SHEFF UTD
1st TEAM — RESERVES
1 JONES 3- | 13 0
2 WARD 3+ | 14 0
3 SMITH 3 | 15 0
4 REID 4- | 16 0
5 BARNES 4- | 17 0
6 PETERS 4+ | 18 0
7 EDLIN 2- | 19 0
8 JAMES 3+ | 20 0
9 HUGGARD 3-
10 CURRY 4
11 STEVENS 3
SUB
12 WILLIAMS 4-
GOALKEEPER 3
DEFENCE 3
MIDFIELD 3
ATTACK 3
COACH PHYSIO
BANK £250000
MENU CHANGE SQUAD SELL EXIT

YS CLAPOMETER

A definite* Match Of The Day *for football fans. Low on action, but high on strategy. You'll be over the moon with this one!

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 8

DATA-SKIP

presents



★ SEIKO RC-1000 Wrist Terminal

JOE BROWN
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Memo Function. Can be used to store telephone numbers, client lists, schedules input from a personal computer. There's no limit to its uses. Data entries have a maximum length of 24 characters, and can be output on the watch display whenever, wherever you wish. The Memo function is the heart of the Wrist Terminal.

MEETING 335
10/15 A10:30

Schedule Alarm Function. Input the month, day, hour, and minute, for schedule entries and your Wrist Terminal alert you when the date and time come by beeping and displaying a twelve character message on the screen. Invaluable for the businessman, of course, but the Wrist Terminal can also remind you of special personal days, for example, birthdays or anniversaries, that are so embarrassing to forget.

DANCE LESSON
5 FRI P06:00

Weekly Alarm Function. Tuesdays at 9.30 there's a meeting. Thursdays at 7.00 you go to your sports club. Fridays . . . The Weekly Alarm Function is just the thing for today's busy people. Input the day of the week, hour, and minute and each week at the proper time the Wrist Terminal will beep and display a twelve character message to remind you.

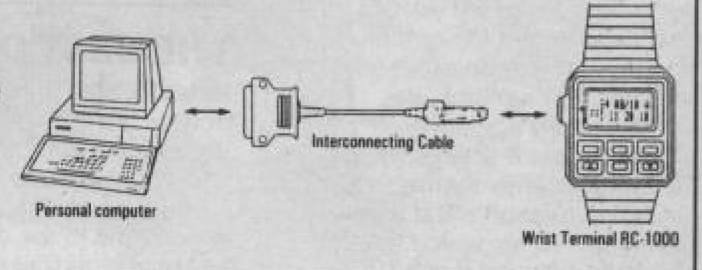
FRANKFURT
AM 02:08 42

World Time Function. What time is it now in London? New York? Just input the time difference and afterwards you can know the time anywhere in the world, instantly, with this internationally oriented function. Be sure to input the place name, too, in up to twelve characters.

// 84 10/14 A
SUN 10:08 42

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THE COMPLICATIONS OF COMPILATIONS

Aargh! Which one to buy? *Dr Berkmann* takes a butchers at the latest batch . . .

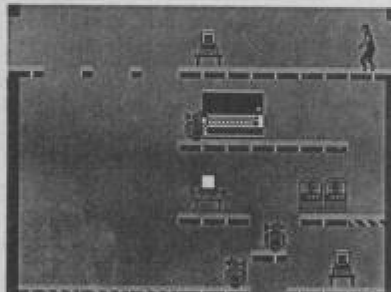
Ah yes, it's a complicated business. The implications and ramifications of compilations can cause such vacillations and palpitations in selection situations, (as my old granny used to say). So which should you invest your pools money in? Since my last round-up in July I've been literally deluged by newies — okay, I've had six — and here they are, dissected without mercy. Heh heh heh! Although I've referred to the original reviews (the dates in brackets refer to the issues they first appeared in), I've tried to judge the games by today's standard's, so some of the marks may be a smidgin different (ie lower). Fings ain't wot they used to be (thank God!).

SUMMER GOLD

US Gold/£9.95

Summer? Hah! As the rain courses dismally down the windows of Castle Rathbone, it's hard to get too excited about anything that claims any connection with 'summer'. Still, this isn't a bad collection, even if you get the feeling that US Gold's really dredging up oldies that aren't so much goldies as mouldies. *Bruce Lee* (May '85) was one of the very first beat'em ups — fortunately things have come along a little since then. *Dambusters* (Sept '85) and *Beach-Head II* (Feb '86) haven't aged too gracefully either, but *Impossible Mission* (Dec '85) remains the classically addictive platformer it always was. More recently there's Adventuresoft's first game, *Rebel Planet*, which the troll supremo gave a guarded welcome to, back in Sept '86. *10th Frame* (April '87) is the newest of the six, a bowling sim with the same pedigree (and control system) as *Leaderboard*, but without quite the same addictive qualities. A fair compilation, but nowt to write home about.

10th Frame	7
Impossible Mission	8
Rebel Planet	7
Dambusters	6
Bruce Lee	5
Beach Head II	6
TOTAL	7



Impossible Mission

3 COIN-OP CLASSICS

US Gold/£9.99

Not really a compilation as such, just three old games banded together and available for a tenner, original packaging and all. They're all conversions of coin-ops, and all first saw the light (heavenly choir) last autumn, but as games they couldn't be more different. *Breakthru* (Jan '87) is a remarkably tatty drive 'n' shoot which may have been a spanker in the arcades but is more of a slap round the chops on the Speccy. *Kung-Fu Master* (Sept '86) has all the usual flying limbs and oriental shrieks (zzz), while *Crystal Castles* is a cracking conversion of the old Atari *Pac-Man* derivative, well worth a tenner by itself as far as I'm concerned. Good stuff.

Breakthru	4
Crystal Castles	8
Kung Fu Master	7
TOTAL	6

THE BEST OF 3D

Vortex/£9.99

Howzabout this collection of Vortex's finest moments. All four of these were written by Costa Panayi over a four-year period, and in the absence of any new stuff (get on with it, Costa!) US Gold has bunged out this Greatest Hits set. *Revolution* is the most recent, a 3D puzzle game which wowed Tommy Nash (in one of his more interlekchall moods) last November. *Highway Encounter* (Oct '85) is a corky old Zaxxon-type road blaster that still seems to turn up on almost every compilation going, and *Android Two* plays quite brilliantly for a game that's now four years old. Cracking stuff.

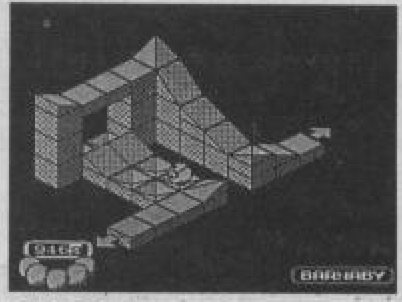
Android Two	7
Tornado Low Level	7
Highway Encounter	8
Revolution	8
TOTAL	8

CLASSIX 1

The Edge/£8.99

More plundering of vaults as The Edge distinters its own collection of 'Those You Have Loved'. This one is very much in the 'One Ripsnorter And The Rest's Rubbish' mode, a bit like Virgin's *Now Games 4* which we looked at last time. The nerve-tingler there was *Dan Dare*, and here it's *Bobby Bearing*, a brilliant marbly 3D arcade adventure and one of the best games we've ever seen from The Edge. But then there are the others. *Brian Bloodaxe* is a platform game of stultifying unoriginality, *Starbike* is a rip-off of *Lunar Jetman*, *Psytraxx* has 1000 rooms but not much in any of 'em, and *That's The Spirit* is a multi-screen city romp à la Ghostbusters, except without the jokes. If you haven't seen *B Bearing*, this is good value. Otherwise, steer well clear.

Bobby Bearing	9
Brian Bloodaxe	5
Starbike	4
Psytraxx	3
That's The Spirit	5
TOTAL	6



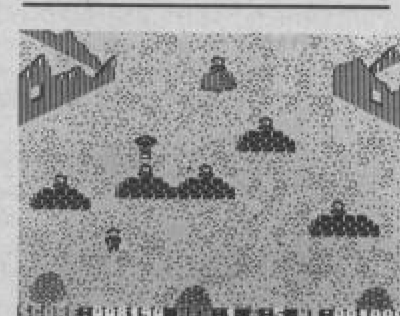
Bobby Bearing

ACTION PACK

Alligata/£4.99

Feeble collection of Alligata's least distinguished games. *Trap* (April '87) is probably the best thing here, a vertical scroller that already looks dated when compared to what we've seen since. *Who Dares Wins II* (June '86) was never daring enough and lost, while *Indoor Bowling* is too much like all the other 349276 indoor bowling games we've seen of late. And *Octagon* is very late indeed — we only reviewed it in May! Not the most sparkling compilation I've seen, though by no means appalling value at a fiver. (Available only in WH Smith.)

Trap	7
Who Dares Win II	4
Octagon	6
Indoor Bowling	6
TOTAL	5



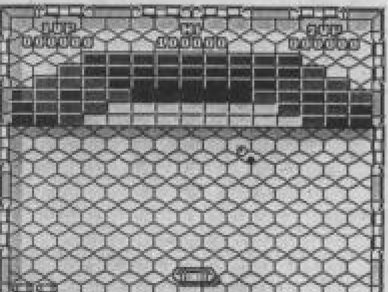
Who Dares Win II

6-PAK VOL 2

Hit-Pak/£9.95

Corky compilation, far superior to the first 6-Pak package. *International Karate* (Feb '86) is an unoriginal beat-'em-up, but otherwise the standard's consistently high. *Lightforce* (Dec '86) and *Shockway Rider* (April '87) were the first releases from Gargoyle offshoot FTL, and each in its own way is a brilliant achievement on the Speccy: *Lightforce*, a detailed and addictive (though not terribly swift) shooter and *Shockway*, a multi-speed scroller of urban walkways in a mugger-infested future. *ACE* (Oct '86) is the fastest (but also the most graphically primitive) of all aerial-zapping simulations, while *Into The Eagle's Nest* (May '87) was one of the best of the *Gauntlet* variants and certainly the most popular. Finally, there's a game called *Batty*, which you may well have heard about! All in all, a fine collection.

International Karate	6
Lightforce	8
Into The Eagle's Nest	9
ACE	8
Shockway Rider	9
Batty	9
TOTAL	9



Batty

COMING SOON . . .

. . . two more splendid compilations for the autumn. Activision's got a collection of all those fab Lucasfilm games (*Ballblazer,*, *The Eidolon* and so on) which should be out in the shops by the time you read this. And Gremlin's *Star Games II* is out soon, with one or two titles you may have seen elsewhere, like *The Eidolon* and *Ballblazer*! (Not to mention *Highway Encounter*, also available on the Vortex comp.) But we'll keep you posted.

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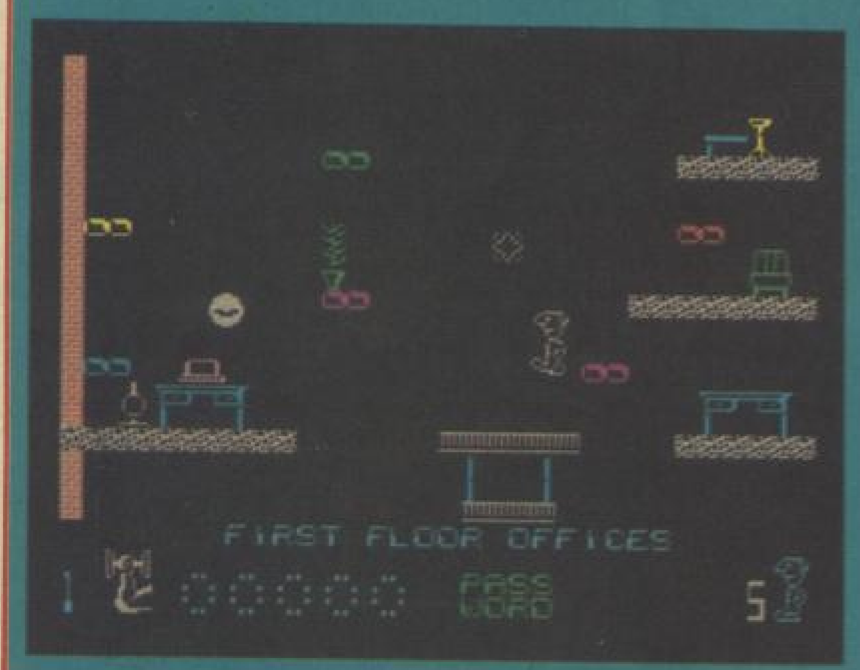


Firebird Software, First Floor, 64-76 New Oxford St., London WC1A 1PS.

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HEIST 2012



Firebird/£1.99

Tony L When I first saw this, I thought 'Oh no, another *Manic Miner/Jet Set Willy* clone'. In a way it is, but in a way it's not *(Hey! Profound! Ed)*. Granted, it's a platformer, but it's a smooth, hard one (oo-er), which a lot of the time relies on pixel-perfect accuracy! It isnae bad!

The year is 2012. *(Go on! Ed)* Most of the world lives on credit (like the *YS* staff), though some still use hard cash. For these poor saps, massive banks have been set up, and the one you've decided to rob is, weirdly, full of platforms and ladders. Coo! The controls are left, right and jump (sound familiar?) and your strength is indicated on a dinky little icon showing a muscled arm holding a dumbbell. Lose energy and the dumbbell gets lower, until you lose one of your six lives.

One of the main problems I had with *JSW* was that, when falling several screens, the final screen (where you hit the ground) would repeat and repeat until I was well and truly mangled. This doesn't happen in *Heist 2012*, I'm happy to say. If you fall, and believe me, you will, you can continue the game happily, minus one life.

Otherwise, though, *Heist* is virtually the dead spit for *Willy* — only smoother, slicker and more playable. Original it isn't, but if games were banned for unoriginality, nothing would ever be released!

YS CLAPOMETER

Very similar to* Jet Set Willy, *though it's a format that still has its fans. Don't expect any great innovations!

GRAPHICS	■■■■■■□□□□
PLAYABILITY	■■■■■■■□□□
VALUE FOR MONEY	■■■■■■□□□□
ADDICTIVENESS	■■■■■■□□□□

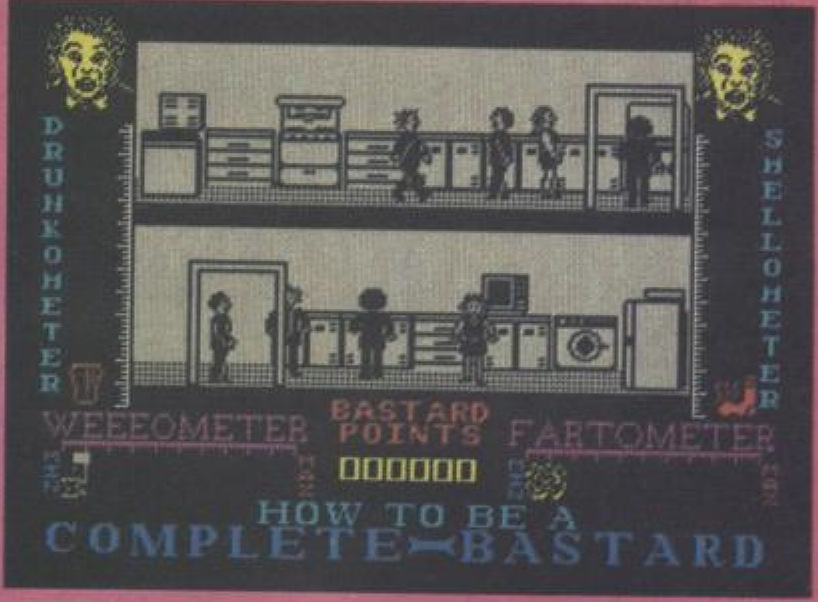
TOTAL 6

GALACTIC GAMES

IT'S RATHER IK
BUT A LOT, LT

Inter-galactic srt. E
Pit your joysticpee
in a series of brre
These events irude
metamorph matho

HOW TO BE A COMPLETE BASTARD



Virgin Games/£9.95

Phil Hello, girlies! I bet you can't tell who I'm meant to be. I'm wearing a wellington boot on my head, I've just drunk 14 pints of 1080° lager, and I've just piddled in your hat. Give up? Hah! Knew you would! Hooargh! Oh dear, I seem to have lost me coleslaw into the front of your trousers. Pardon me. Uuuurrrppp! Yes, it's Ade The Bastard, and he's back in his own game, based on the megabrilliant book, *How To Be A Complete Bastard*. Incidentally, the book has sold millions, which means now Ade's a slightly less than alternative comedian, being almost as rich as Tarby, Max-a-long-a-Byegraves, and Brucie all rolled into one.

In the game, you play the part of Ade, wandering around a yuppie house party, making yourself as unpopular as humanly possible in the shortest time. Berilliant! Make a mess, throw up, smash things, put sneezing powder up girlies noses, you know the sort of thing, eh readers? But don't open the umbrella you'll find in the umbrella stand, 'cos as everybody knows that's VERY BAD LUCK! And it'd be just your bad luck to be turned into a gas cooker if you do it! Hah hah!

The graphics are pretty good, with an original 4-way view of the room, where you see two views at a time, and can select which of the four views occupy which of the two windows. *(Huh? Ed)* Which is handy if you can't see which way you're going, as you can turn one of the views to search for a door. One funny thing is if you gulp down a large alcoholic drinkie, the bottom of the two windows spins round very fast as if you were sozzled.

Hmm. It's such a laugh to be really disgusting, innit? And really so utterly predictable after all these years, eh? But I'm sure that if you like the 'Ade The Utter Bastard' sense of 'humour' you'll really enjoy this wacky and very alternative game. Honestly. No, really you will... Look, buy it, you scum, or I'll eat your HAMSTER! (Chomp!)

YS CLAPOMETER

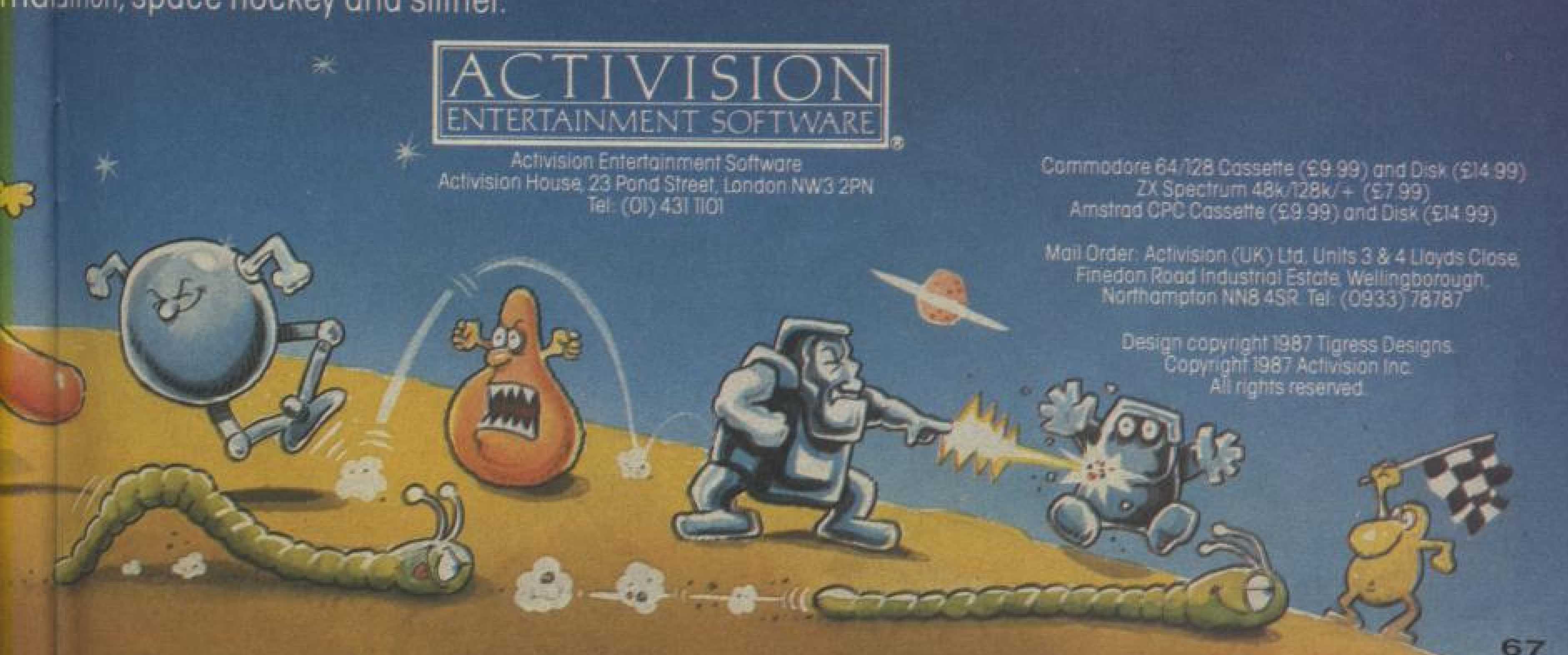
A routine arcade-adventure based on the bestselling book. Not for the weak of stomach.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 7

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LOT SILLIER.

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f bizarre athletic events.
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Two whole years after Commie owners bent our ears off about it, Novagen's classic *Mercenary* finally makes it to the Spectrum. And what a ripper! *Marcus Berkmann* foams at the mouth, as per usual!

MERCENARY

It's funny, isn't it, the way that the more things there are to go wrong, the more things do go wrong. And in a spacecraft, there are *billions* of 'em. So when the Novadrive on your Prestinium space ship cuts out on a routine trip to Gamma 5, you know you're in trouble. And as the planet Targ approaches rather faster than you'd wish, it's inevitable that the controls all fail together and you spiral helplessly into the centre of the main city... ker-SPLAT!

Fortunately you survive. In *Mercenary* you always survive, no matter how stupid, careless or downright suicidal you are. It's that sort of game. But there's more, much more. In fact, I've never seen a game in which there was so much. It's a staggering achievement.

You've no doubt heard of it. Owners of the despised Commie 64 have already had the best part of two years to hone their skills on the original Mercenary, and I'm sure they've told you about it. And told you about it. And then mentioned it again, just in case you hadn't heard the first 6549 times. If, like me, you weren't listening, I'd better tell you what it's all about.

Mercenary uses a 3D vector graphics system to display an entire planet, or at least a sensor-scan representation of it. You see, it's not the planet that you see, but what your portable computer, installed in your helmet and known as 'Benson', lets you see.

You start the game with just 9000 credits, Benson and your enormous brain — and your aim is to get off Targ as quickly and lucratively as possible. Well, you are a mercenary! The city's large (about the size of Walsall, by my reckoning) so you'll need to find some transport if you don't fancy slogging about on foot for several months. Fortunately you've crashed at an airport, so there could be an aircraft for sale. But isn't 5000 credits rather expensive? And will it get you up to the space station that revolves high above the city? And what about this missile flying towards you? Wouldn't it be a good idea to shoot it down?

You discover that there are two warring races on the planet, each controlling parts of the city. The Palyars were Targ's original inhabitants, while the warring Mechanoids are a particularly nasty bunch of invading robots. Long wars have reduced most of the planet's surface to wasteland. Even the city is relatively barren, and most life is now concentrated in a huge subterranean network of rooms and corridors, accessible from large elevators. As you explore you find objects to take and use. Although you meet people you don't actually see them — Benson just interprets their demands or messages and relays them on-screen. As a rule, people don't fire on you. Most doors are simple rectangles, but other, differently shaped ones need keys before you can get through them, and those with crosses on, hide teleports that whip you off to another part of the labyrinth. Even these are not always what they seem — some only send, others only receive, yet others send and receive, and some transport you to a random destination. Naturally there's a certain amount of mapping to be done. Well, a vast amount, actually.

Of course, you can cheat. Novagen is selling a Targ Survival Kit, which features all sorts of useful maps and some amazingly cryptic clues. But even if this gives you the edge, it by no means ruins the game. What might ruin it is if I tell you too much. It's more fun to start from a condition of total ignorance, and then find things out.

I'll just leave you with a couple of clues for now (study the captions). There are apparently three ways to complete the game, though at present I know of only one (all to do with acquiring enough credits to hire a Novadrive ship from the local spacecraft hire shop). I'll be interested to hear of any more — indeed, I expect that both Tipshop and Clinic will be bursting with hints and game-snags in the coming months. Yes, *Mercenary* is that good.

FAX BOX
Game.................. *Mercenary*
Publisher................Novagen
Original program by....... Paul Woakes
Conversion by.... David Aubrey-Jones
Price........................£9.95

YOUR SINCLAIR MEGAGAME

Illustration: Nick Davies

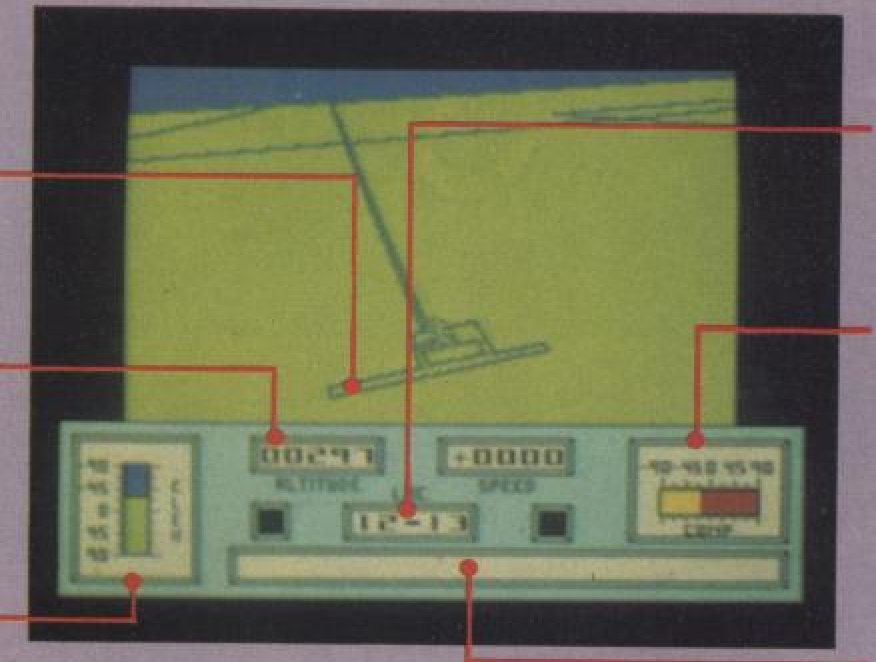
APPROACHING JORDAN AIRPORT

Named after Novagen's boss Bruce Jordan, curiously enough (other places in the game are named after far less reputable people — Takoushi Drive????). When you land, do it gently. There's no rush, and you'll regret it if you smash the craft into a heap of useless rubble. It's from this airport that all flight traffic leaves for the Second City (of which more later...).

Part trading game, part strategy, part arcade-adventure, *Mercenary* also works on the level of flight simulator. Controls are easily mastered, and you can even hover motionless for as long as you want, idly surveying the cityscape. Heav-ee!

Irritating, isn't it, the way that certain craft will only go up so far and then no further. Unless of course you find a gadget that'll power them up a bit!

There are always perspective problems, even with such clear two-tone graphics, so use the elevation window regularly. Particularly useful when flying up to the space station — otherwise you could be upside down without knowing it!



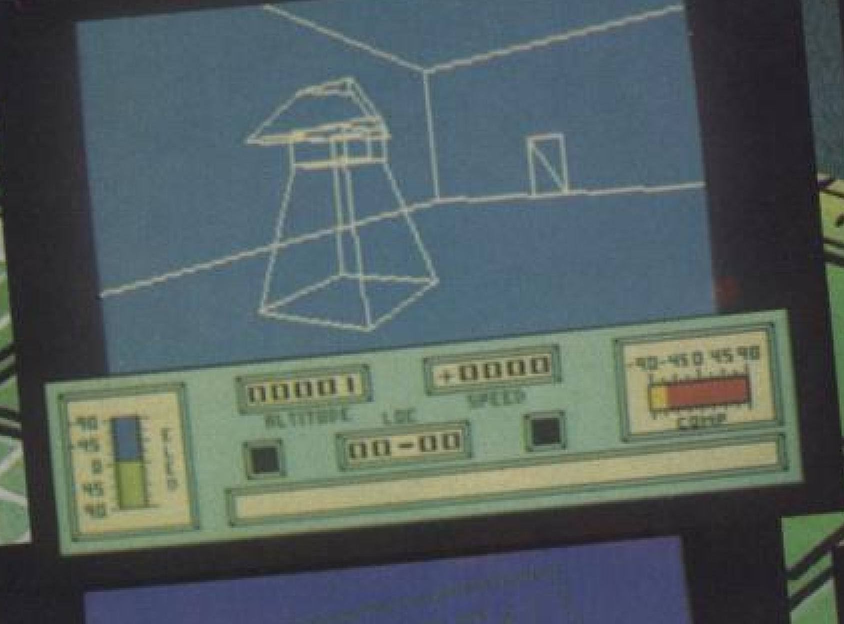
A useful window this — the city is divided into a 15 by 15 grid, so this helps you get around and see where you are. Try 09-06 if you need a lift and 15-02 for liquid refreshment. Or see the Walton Monument at 06-00 — a fine slab of modern architecture (yuk!).

Learn to use the compass — it's invaluable when making maps and especially when identifying where you are after a teleport. Red and yellow indicate direction, in this case virtually due north.

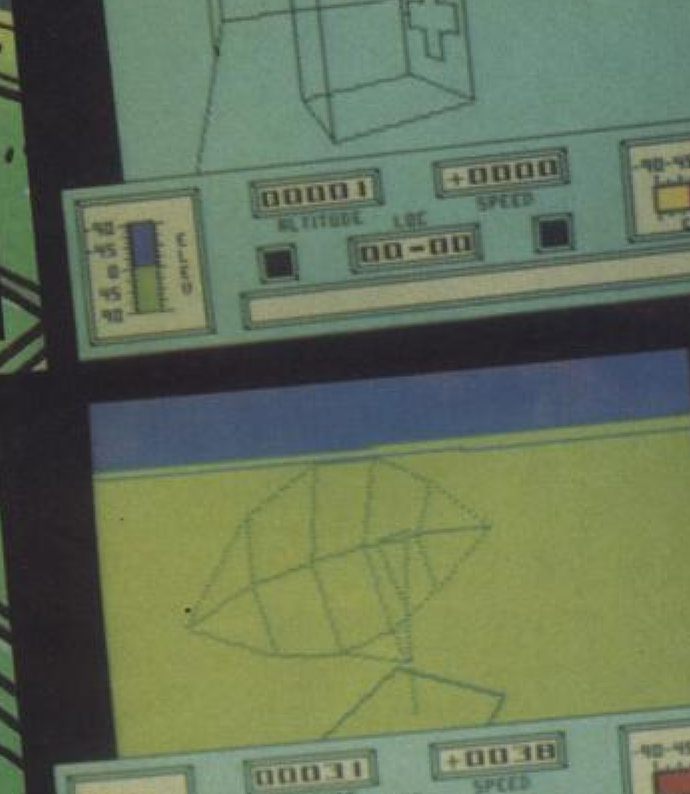
This is where Benson pipes up with all his various comments and snippets of info. Pay attention, as he won't give you much time to respond, and if you don't, he won't ask again!

Graphics
Playability
Value for Money
Addictiveness
9

This is the Mechanoid leader, and a nasty bit of work he is too. If you agree to sell any bits and bobs you've picked up to him, you'll be well rewarded, but if he finds out you've been flogging them on the side to the Palyars, you'll be Whiskas Supermeat. This is also not a good place to start shooting.



Need any medical supplies? Well you might or might not. Who's to tell? Just remember that you can't carry more than ten things at any one time, and as some of them may be important keys (there are at least half a dozen different ones required) you've got to be careful. That door in the distance is a two-way teleport. How do I know? Mum's the word!

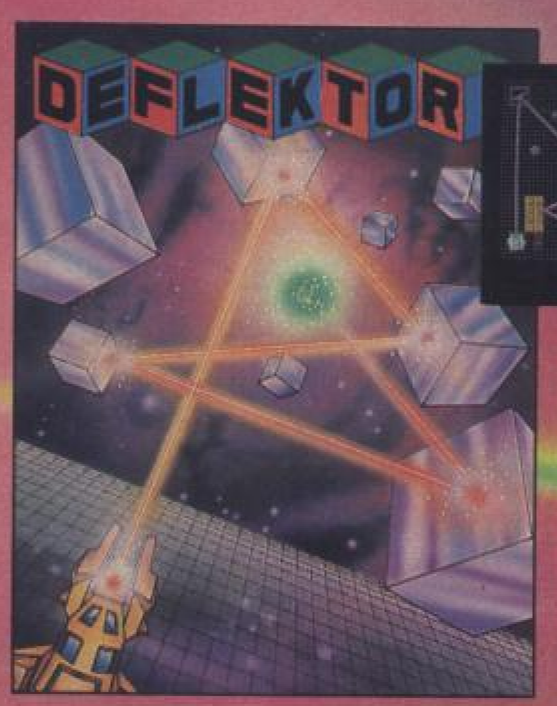




Ah, a tempting little structure for some swift target practice. But if you blow it up, Benson tells you that "You have just destroyed the author's advert. From now on things will be even tougher." Don't say we didn't warn you!

This radar screen on the edge of the grid is pretty but probably irrelevant. Or is it? One of the problems is to sort out what's useful and what's not. For all you know, this may be tracking you down and could be why those irritating missiles keep attacking you. Should you blow it to bits, and attract possible reprisals?

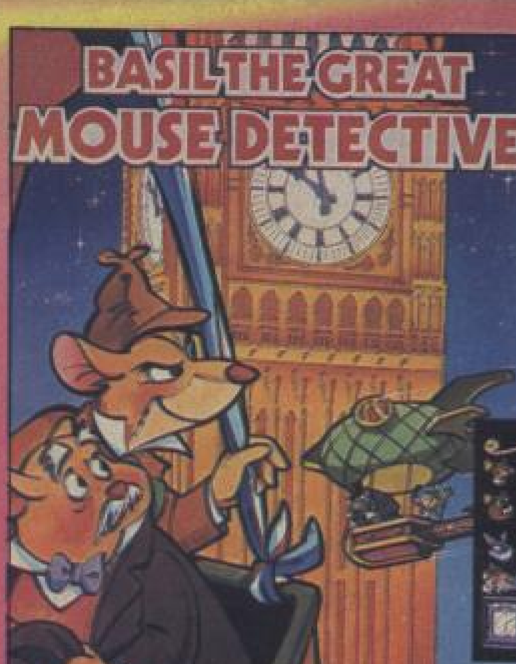
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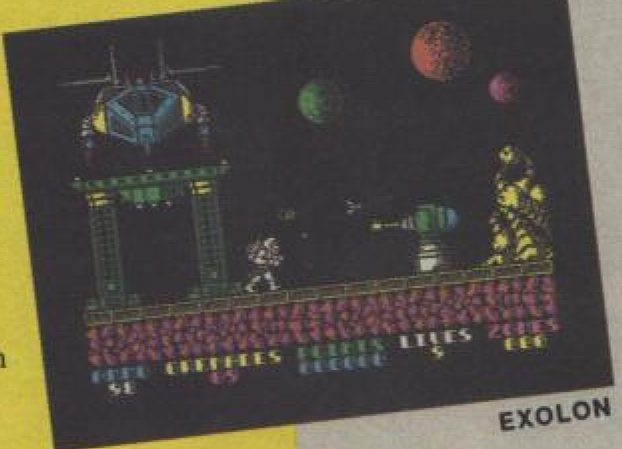

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STREE

Full Price Games

This Month	Last Month	Game/Publisher
1	NE	Exolon/Hewson
2	NE	Road Runner/US Gold
3	NE	Game Over/Imagine
4	(7)	Gauntlet/US Gold
5	(1)	Barbarian/Palace
6	(8)	Paperboy/Elite
7	(2)	Enduro Racer/Activision
8	(5)	Army Moves/Imagine
9	(4)	Six Pak/Hit Pak
10	(9)	Leaderboard/Access-US Gold



EXOLON

Budget Price Games

This Month	Last Month	Game/Publisher
1	(1)	**BMX Simulator**/Code Masters
2	(2)	**Run For Gold**/Alternative
3	(3)	**Milk Race**/Mastertronic
4	NE	**Nick Faldo's Open Golf**/Bug- Byte
5	NE	**Destructo**/Bulldog
6	(4)	**Feud**/Bulldog
7	NE	**Dead Or Alive**/Alternative
8	(6)	**Tournament Leaderboard**/Access-US Gold
9	NE	**Eddie Kidd Jump Challenge**/Richochet
10	NE	**Wolfan**/Bulldog

Charts compiled for Your Sinclair by **Gallup**

TOP FIVE ANGEL DELIGHT™ FLAVOURS

1. Butterscotch
2. Mint chocolate
3. Peach (alas now defunct)
4. Fruits of the forest
5. Redcurrant and bison

Chart supplied by the *YS* Gutbuckets

COMICS

A couple of surprises in this month's chart, with the trio of *Spiderman* titles hanging on tightly to the top end, *Punisher* seems to have been welded into place, *Lone Wolf & Cub* (this 'zine walks on water!) has shot upwards, *X-Men Annual* remains a predictable seller, but the *Swamp Thing* is enjoying a new spurt (urgh!) of popularity.

1. X-Men Annual (1)
2. Punisher (4)
3. Web Of Spiderman/Peter Parker/Amazing Spiderman (Dec '87)
4. Marshal Law (1)
5. Lone Wolf & Cub (4)
6. Saga Of Swampthing (Collection of issues 21-27)
7. X Factor (23)
8. Swampthing (67)
9. Real War Stories
10. Silver Surfer (6)

Compiled by Michael O'Donoghue at Virgin



X-ME

PUNISHER

ADVENTURES

This Month	Last Month	Game/Publisher
1	NE	**Shadows of Mordor**/Melbourne House
2	(1)	**The Pawn**/Rainbird.
3	NE	**Wizbiz**/Alternative
4	NE	**Satcom**/Atlantis
5	(4)	**PAWS**/Gilsoft



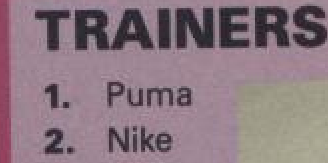
PAWS

Chart courtesy of Lenny at Laser Distribution

TRAINERS

Chart supplied by Winchmore Hill's answ to Beau Brummel, **Anthony Williams**

1. Puma
2. Nike
3. Hi-Tec
4. Adidas
5. Mitre
6. Patrick
7. Reebok
8. Panther
9. Dunlop
10. Nicks





NOT IN THE RUNNING FOR THE TOP N!

ARCADE GAMES

This Month	Last Month	Game/ Publisher
1	NE	Afterburner/Sega
2	(1)	Double Dragon/ Taito
3	(3)	WEC Le Mans/ Konami
4	(4)	Outrun/Sega
5	(5)	R-Type/Irem
6	RE	Super Hang-On/ Sega
7	RE	Rastan Saga/Sega
8	(9)	Flying Shark/ Taito
9	RE	Exerizer/Jaleco
10	(10)	Rolling Thunder/ Atari



DOUBLE DRAGON

DESERT ISLAND DISKS — THE CHART

Yes, well, we're getting so many of your Disks through the post that we thought, why not knock up a chart to see what are the most popular games? It's a close run thing with one exception. So far an amazing 205 games have been chosen by hopeful castaways, and there have been a few surprises (*Where's Monty? Jet Set Willy? Lightforce? Knightlore?*). And the exception? *Gauntlet*, of course, a staggering 58% higher than the second place games. Cooee!

1. **Gauntlet** (US Gold)
2. **Cobra** (Ocean)
3. **Paperboy** (Elite)
4. **Uridium** (Hewson)
5. **The Great Escape** (Ocean)
6. **Match Day** (Ocean)
7. **Bombjack** (Elite)
8. **Commando** (Elite)
9. **Elite** (Firebird)
10. **Enduro Racer** (Activision)

Keep on sending in your disk selections. One lucky disk jockey will have his/her choice splashed about in glorious monochrome on the letters page, and a handful of others will be chosen at random and receive a *YS* badge. This month's winners are **Colin G** from Winstanley, Wigan; **Daniel Howells** from Battle in Sussex; **Christopher Mitchell** of Stubbington, Hants; **Leighton Davis** from Hoddesdon, Herts; **Amanda Ramage** from St Annes on Sea, Lancs; and **Ian Harris**, Westcliff-on-Sea, Essex. More next month!

The Untouchables
(18) Kevin Costner, Robert De Niro, Sean Connery

Gee, man, it's a G-Man, and by that I mean guns, gangsters and guts. Eliot Ness is reborn in the shape of fresh-faced Kevin Costner and though he calls himself Untouchable, I'd love to grab him!

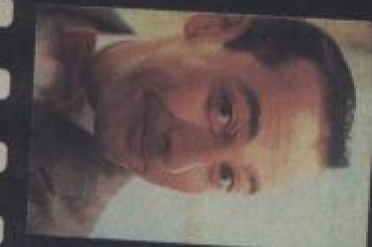
The time is 1931, or 7:31 pm, which means the pubs should have opened long ago, but not in Prohibition America. The only booze is strictly illegal so when you're feeling thirsty, who ya gonna call but Big Al... though you can call him Mr Capone! In fact you'd better call him Mr Capone because he can switch from smiles and jokes one minute to the sort of guy who plays baseball with a dinner guest's head the next. If you thought De Niro was mean in the past, just wait till you see him as the world's worst mobster!

Eliot Ness has the job of sorting out the mess and the first problem for the innocent young Federal Agent is to find a cop he can trust. Not that the force is corrupt... they just accept their bribes in nine dollar notes!

Luckily he meets up with stalwart old-timer Malone, played by that famous Irishman Sean Connery and soon Ness and the beat cop are beating up the baddies. But still Capone escapes them... unless, as two-fisted accountant Wallace suggests, they can do him for tax fraud.

Yes, it's a man's life in the Inland Revenue as guns blaze and Chicago erupts into wholesale warfare. *The Untouchables* has enough shooting and suspense to satisfy the most hardened arcade addict. Don't miss!





Pee-Wee's Big Adventure (U)
Pee-Wee Herman

A little test:
1) Do clown shows make you laugh?
2) Do you own a red bike, plastic dinosaur or hand-painted spotty dog?
3) Have you ever talked to your breakfast?
4) Did it talk back to you?
Answer yes to the above and you're a prime candidate for Pee-Wee mania.

Pee-Wee Herman is sort of indescribable. He's in his early thirties going on 12½, heavily made up, and wears a suit a couple of sizes too small — the sort of freak even a trainspotter would think twice about talking to!

But there's something about Pee-Wee that's made America take him to its collective heart. Now we too can be captivated by the oddest movie since *Jesse James Meets Frankenstein's Daughter*.

Pee-Wee is a rebel you see — a biker, though in his case the cycle is red with chrome trim and strictly pedal-powered. And he's quite happy living his kiddie existence until, shock-horror, tragedy strikes and he's a rebel without a bike, let alone a cause.

An inept medium tells our hero that she sees the bike at Texas's famous Alamo — 'in the basement.' So Pee-Wee sets out on his episodic, epic quest, meeting a gang of Hells Angels, a ghostly trucker and even Godzilla on the way. It all ends happily, like all the best fairy stories, with Pee-Wee becoming a film star.

Which is what's happened in real life. Mr Herman has become the unlikeliest sex-symbol ever. Whether you find his antics hilarious or horrible will depend on what makes you laugh. This could be for the soft of heart... or just the soft of head!

YS SHOPPING LIST

Have you ever seen anything quite so revolting, except maybe watching Phil eat his lunch? Scarcely a cuddly toy, but give him a squeeze and... well, it's too disgusting to say. A hint: it sounds too much like a case of the post-curry blues for any more to be said. You'll just have to buy your own. Ask for a Grumple from Matchbox. Never has £9.99 guaranteed so many giggles.



So now you know! If you've got any suggestions on bits and bobs that you'd like us to feature, or you've got a chart of your own to show the world, then drop us a line to Street Life, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. Any that we publish will win a game and a *YS* badge.



YS GOES TO A[...]

CRI[...]

Sick bags in hands, t[...] Y[...] defying leap into thant[...] Towers. Bleeurghhh! An[...] lorra, ra[...]

There may not be many reasons to venture further than the Watford Gap, but Alton Towers is certainly one of them. So much so, that we decided to get up at the crack of dawn, board a train, eat a British Rail breakfast and travel hundreds of miles to Stoke just so's we could tell you how wonderful the world of Alton Towers really is. And it had absolutely nothing to do with the fact that we fancied a fun day out ourselves, of course.

After prising Phil out of the buffet car, we squeezed into a taxi and headed for the beautiful Staffordshire town of Alton, where the park is situated. Our first sighting of it was the majestic towers of Alton Mansion which stood on a hill above 800 acres of grounds filled with 'fun, fantasy and excitement'; 300 of which are devoted to the entertainment complex and another 300 to the finest landscaped gardens in Europe, containing Pagoda fountains, a Chinese temple and the Grand Conservatories.

Over 2.2 million people visit Alton Towers each year, with up to 35,000 on some Bank Holidays, but luckily there were only about 11,000 people the day we went, though the place is so vast you really don't notice them. After having a quick bite to eat, on Phil's request, we began our tour of Europe's number one leisure park, which boasts some 100 attractions.

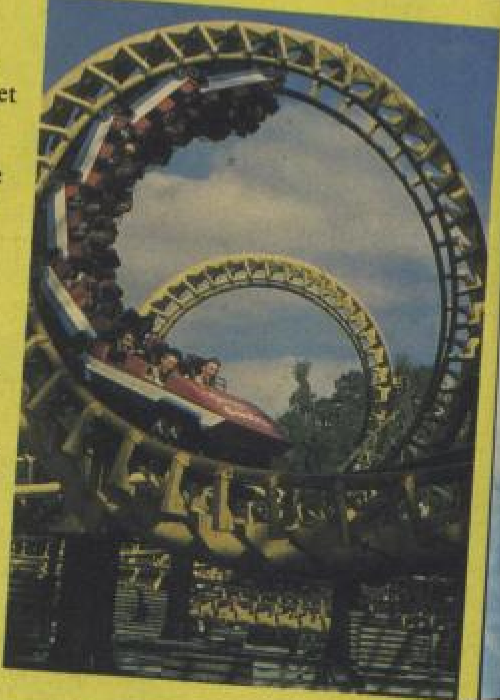
RIDE 'EM COWBOY!

There are five main theme areas, Fantasy World, Festival

GRAND CANYON RAPIDS

Hmmm! All that water looks a bit ominous. 12 acres of it to be precise. Still, that didn't put us off, well except for Darrell. Ah, gliding through the rippling water is pleasant enough, dunno what all the fuss is about. Okay there's a few rapids ahead, but we should get through those without a dousing... whoosh. Move over Marcus I'm getting soaked. **T'zer**. Ha ha Pete's drenched... splash oh no I've just had half a gallon of water plonked on me lap. **Phil**. Blimey I'm getting seasick from all this turbulence. Get on top of me T'zer. **Pete** I beg your pardon! **T'zer**. You obviously haven't seen those two Niagra falls up ahead. **Pete**. Whoooosh... swirl... spray! Well, I'm well and truly moist now. **Phil**. Ha ha I'm not, though. **Marcus** Splash... Urgh! We warned you about those water jets at the end to catch smarts asses like you out. Hee hee! Anyway if you don't get wet you feel cheated after a thrilling half mile ride like this.

CORKSCREW



Yikes! Have we got to go on *that*? So we've managed to get well strapped in to the car. Now what? Oh, we chug up a 75 foot incline. No problem! And then we swoop down a sheer drop of sixty feet, you must be... aaaaaaa-arrrrrrrgghhh... haaaaaayy-ylppppp... let me off... wheeeeeeee... crrrrrrriiiiipes... oooooooohhhhhh... mummmmmmmeeeee... ooo-eeee-err... whaaayyyyyy... noooooooo not the corkscreeeeeeeewwww... arghhhhhhhhhhh...... whoooaaa-aaaa... flippin' heeeechk... crunch... thud... joking! Never again. Travelling at 40 miles an hour upside down round the 'corkscrew'? You won't get me on that again in a hurry. I've just got to have another go. **T'zer** Wheeeeeeee...

1001 NIGHTS

Wossis then? Looks like an Arabian carriage with a big pendulum sticking out of it. Right who's for a go on this then? Well, Phil and Darrell have chickened out so it just leaves Peter, T'zer and me. Cor why are we being strapped in so well. Blimmin' heck you don't think we're gonna end up there — 85 foot above the ground? Uh-oh! We are! Hey, it swings back and forth like a see-saw getting higher and higher but at least we stay horizontal. Wah-ay! I've just left my stomach on top of that tree and T'zer's gone a funny shade of green. Maybe that's why Pete's screaming so much! Yikes! It's gone all the way over the top and dropped right down to the ground again, leaving my guts somewhere in between. **Marcus**. Urgh! Bleeergh! **T'zer**.



BLACK HOLE

Now, this is the ride everyone's been shouting about. Where's Phil? Ooomph! Oh there you are. I can't see a damn thing — it's pitch black in here. **Marcus**. Are we all safely strapped in? Cor, those blokes aren't half double checking the safety belts — are you sure this is a good idea? **Phil**. Right we're off. A nice gentle climb to the top... flippin' 'eck we're getting a bit high — surely we're going to have to come down soooooooonerrr — arrgghhhhhhhhh — screeeeeammmm. Blimey we just dropped 50 feet! This is really frightening you can't see a thing so you don't know what's going to happen next... waaaa-ahaaayyyy, whoooooooooaaaa... **T'zer**. I want my mum. **Pete**. Crumbs, now I know why everybody coming out of here looks as white as a sheet! **Darrell**. Wheeeeeeeeee! Crunch! Ah, we've stopped — I want another go — this has got to be the most thrilling experience ever! **Phil**

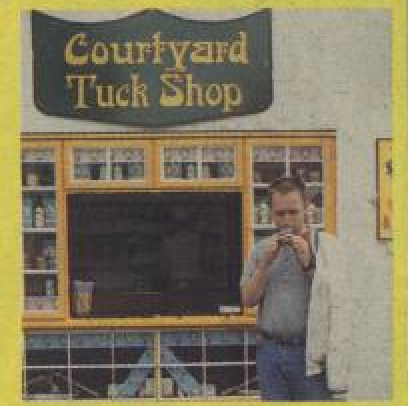


LTON TOWERS

PES!

he *YS* team take a death e fantasy world of Alton h! And all because it's a lorra fun!

PORKY PHIL'S GUIDE TO FAST FOOD FILLERS



All those fast and furious rides and the walking in between them certainly works up an appetite. It's a bit of luck then that you can buy food absolutely everywhere. This really is a paradise for food fetishists like myself. After porking my way through a one foot diameter pizza in the Pizzeria in Aqualand, I grabbed a Feast from the Tuck Shop and felt strong enough to do a quick tour round the snack bars and restaurants. Apart from all the stalls, selling giant ice-creams, chips, candy floss, buckets of Coca Cola and toffee apples there are six huge restaurants to fill up at. The Talbot is the biggest fast food restaurant in Europe, serving 1,000 people an hour, which is a bit of luck 'cos I'll be visiting it a few times myself! If you're a posh geezer you can always pop in to the luxury Swiss Cottage silver service restaurant for a slap up meal — in fact I think it's just about time for a snack!

Park, Aqualand, Talbot Street and Kiddies Kingdom, and each one is packed with fun things to do and see. We didn't manage to view everything on our whirlwind tour, but some of the bigger attractions worth looking out for include the miniature railway that runs through the amazing gardens, the shopping mall in Towers Street crammed with shops selling all sorts of goodies, the newly introduced futuristic Monorail that takes you from the car park to the Grand Entrance and the brand-new Skyride cable cars that run right across the park, giving some breathtaking aerial views of the complex and gardens.

Each theme area houses a variety of stomach churning, white knuckle rides, some of which are the best in Europe — the most hair raising being the Corkscrew Rollercoaster, Pirate Ship, 1001 Nights, Enterprise, Grand Canyon Rapids, Log Flume and Black Hole. And if you're faint hearted you can always take in the more leisurely attractions like the Dolls, Model Railway and Vintage Car exhibitions and the sedate journey across



ENTERPRISE

When is a roundabout a big wheel? When it's an Enterprise. Beam us up Scotty 'cos this looks like a lorra, lorra fun. Are you sure you don't want a go, Phil? You don't spend that long 62 feet in the air upside down. **Marcus**. What do you think I am — completely hat-stand or summink? **Phil**. Well, it's not too bad whilst it's chugging round and round. Wheeee... we're going quite fast now. Screeeammmm! **T'zer**. Wot's happenin? We're going up in the air and Phil looks like he's doing a headstand — that's funny, everyone down there's upside down. **Pete**. You dummy, it's us that's upside down. **Marcus**. Help, I feel sick. We're going so fast I can hardly speak and how come we don't fall out? **T'zer**. Bellow... Centrifugal force. **Phil**. Shut-up you. Arrggghhh... I want to get off. **T'zer**. Blimey, that guy down there just got my pizza — and for free even though it was second-hand. **Pete**. Phew we're stopping. Why is T'zer swaying like that. She looks like she's completely sozzled? Now that's what I call a thrilling experience. **Marcus**



LOG FLUME



Ah, the Log Flume. We'd heard that this is the longest water ride in the world at 2,600 feet long. It takes 5 minutes to complete, so we had to have a go on it. We all got in the log-shaped boat and for some reason Marcus insisted he go in the back and Peter at the front. Ah, it's nice watching all that beautiful countryside go by as we float gently round the course... Who turned the lights out? And why are we going up this track? **T'zer**. Cripes, we're plunging down at the speed of light, except it's dark and... splosh... I'm drenched. Now I see why Marcus told me to sit here. **Pete**. Jolly jape, eh? **Marcus**. Oh crumbs, look at the height of that water chute ahead. Ooooooooo-er... haylp... whooooooooooosh! And I thought this was going to be a sedate ride. **T'zer**. Hey, Pete why didn't you have a bath before you came? Tee hee! **Marcus**

SKYRIDE

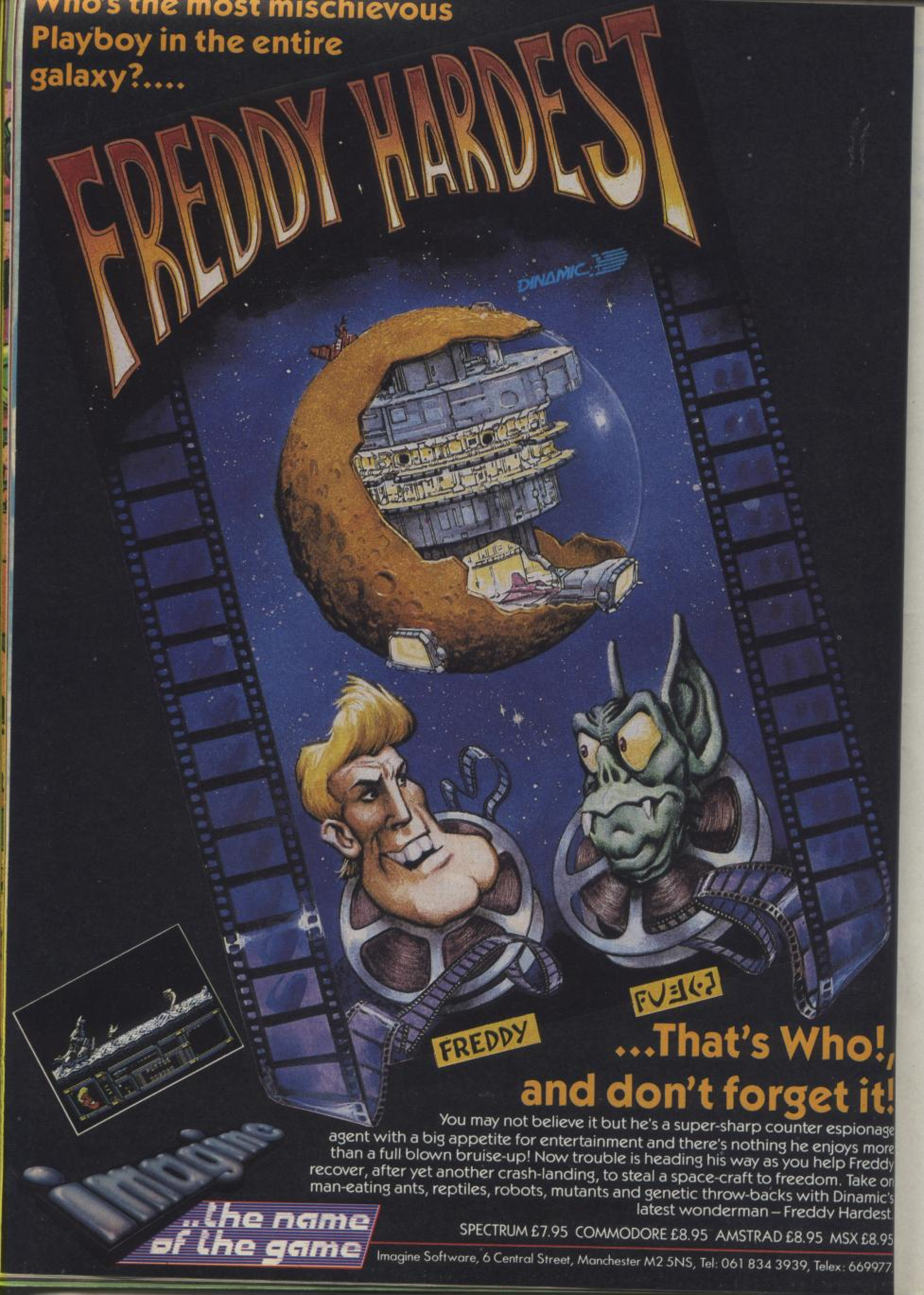
Now this is one hell of a ride and so it should be since it cost £6 million to build. There are three stations where you can board these sphere-like Gondolas (cable cars) and up to twelve people can fit in them. We all climbed in at Towers Street and we were soon up, up and away! Gasp! The only sound to be heard was the in-car music and Darrell blowing his nose. Quite frankly I don't know which was worse! **T'zer**. What a view, there's Aqualand... and gasp, just look at those gardens. I know we're 200 feet up Phil, but you could take your head out from between your legs. **Darrell**. Heh, we're approaching the second station at the Chinese Temple — wow, this is brilliant. I can almost touch the Pagoda Fountain. **Pete**. Gosh, there's the Corkscrew and the Enterprise — we'll be on those in a minute. Can't wait. **T'zer**. This sure is the best way to see the Park — it really is a spectacular ride! **Marcus**

PIRATE SHIP



Yo ho ho and a bottle of rum! Talking of bottle we lost ours when it came to getting on the Pirate Ship — all except macho Marcus who insisted he have a go, even after eating all that candy floss. Over to him for the commentary.

I'm working with a load of wimps. This ride looks well corky. At least I seem to be strapped in pretty tightly — ooomph! Ah, it's started to swing — maybe I shouldn't have eaten all those sweets — whooooaaaaaaa. Gasp! Blimey, it's like being on a giant swing — arrrrrrrggghhh! For a moment there we were completely weightless — Phil really should've tried it out! Wheeeeeeee — this is brilliant, if only my stomach thought the same — it abandoned my body somewhere high in the sky and is refusing to come back. I recommend only those with a cast iron stomach try this ride out — I still can't understand why that gut bucket Phil didn't have a go! **Marcus**



Who's the most mischievous
Playboy in the entire
galaxy?....
FREDDY HARDEST
DINAMIC
FREDDY
...That's Who!,
and don't forget it!
You may not believe it but he's a super-sharp counter espionage agent with a big appetite for entertainment and there's nothing he enjoys more than a full blown bruise-up! Now trouble is heading his way as you help Freddy recover, after yet another crash-landing, to steal a space-craft to freedom. Take on man-eating ants, reptiles, robots, mutants and genetic throw-backs with Dinamic's latest wonderman – Freddy Hardest.
imagine
..the name of the game
SPECTRUM £7.95 COMMODORE £8.95 AMSTRAD £8.95 MSX £8.95
Imagine Software, 6 Central Street, Manchester M2 5NS, Tel: 061 834 3939, Telex: 669977.

the world in Around The World In Eighty Days. Plus there're restaurants to relax in, circus acts to see and loads more shows and fun packed features to experience.

LICENSED TO THRILL
But you wouldn't catch us butch *YS* guys chickening out of a ride on a rollercoaster even if it does turn you upside down and your stomach inside out. So the first place we headed for was the Corkscrew and then the Enterprise, followed by 1001. We swayed on towards the Pirate Ship, Grand Canyon Rapids and Log Flume, and finally managed to stagger to the ultimate in thrill experiences — the Black Hole! Huurrrrghie Rrrrulph! Bleeeurgh! But more of that later.

Alton Towers really is a wonderful world filled with fun, fantasy and excitement — if you get the chance, go and see it. You'll love it — we did! It's real family entertainment so you could even persuade your mum and dad to take you. They can stroll round the beautiful gardens while you thrash round the bone shakin' rides, coming off looking like Andrew Lloyd Webber and feeling like Bob Geldof looks!

And if you live down in Land's End and can't get to Alton Towers just yet, don't worry there are plenty of other leisure parks, though not quite as enormous, scattered around the country. We've compiled a list showing where they are and some of the bigger rides found at each one. Right we're off — there's a bit of final research we need to do at Alton Towers. Arrrrrrrrgggghh!

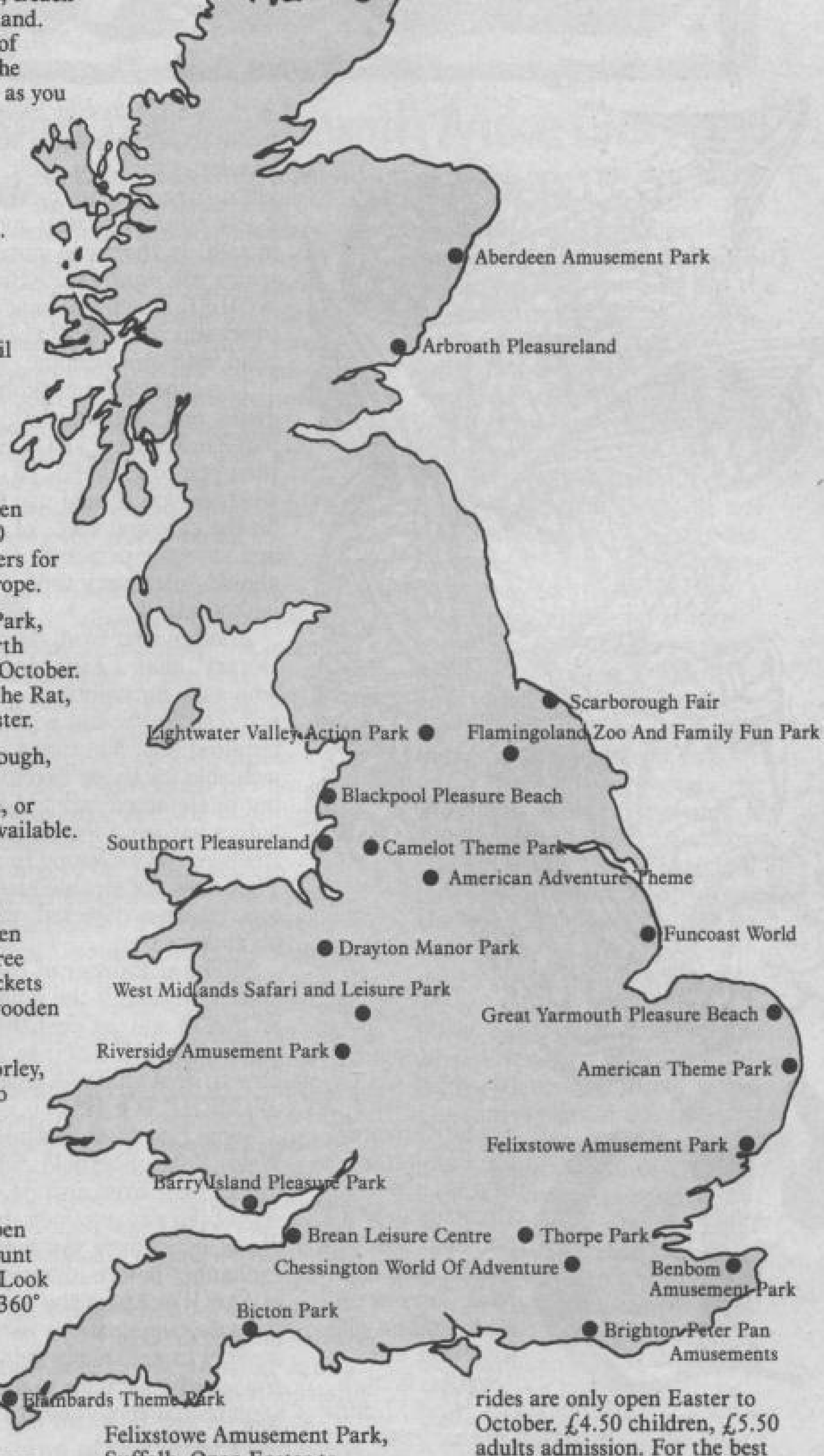
FANTASY FAX
Leisure Park. Alton Towers, Alton, North Staffs ST10 4DB
Entrance Fee ....£7.99 Adults and children
£4.99 School parties (term time only)
Opening Hours. Rides 10.00-5.00, 6.00 or 7.00 (see gate)
Grounds 9.00 - 1 hour after closure of rides

GETTING THERE
Rail...... London-Euston 0820
Stoke On Trent 1020
Alton Towers 1110
Road........M1 and M6 clearly signposted
There are no bus services except at 1020 so unless you want to pay up to £15 for a taxi make sure you go by road or reach Stoke railway station by 1020.

The *YS* team would like to thank all the staff at Alton Towers for their hospitality and particularly Nicola Talfourd-Cook for giving us a whirlwind guided tour of the park.

LIFE OF LEISURE

There are plenty of other large leisure parks dotted around Britain so if you can't manage to get to Alton Towers how about trying one of these?



SCOTLAND
Aberdeen Amusement Park, Beach Boulevard, Aberdeen, Scotland. Open end of March to end of September. Watch out for the Galaxy Roller Coaster. Pay as you ride.

Arbroath Pleasureland, Gayfield, Arbroath, Scotland. Open Easter to October. Pay as you ride.

NORTH-EAST
Flamingoland Zoo And Family Fun Park, Malton, North Yorkshire. Open April to September. £4.00 admission. The Looping Roller Coaster is a favourite.

Funcoast World, Butlins, Skegness, Lincolnshire. Open Easter to September. £3.50 admission. Take your bathers for the biggest fun pool in Europe.

Lightwater Valley Action Park, North Stainley, Ripon, North Yorkshire. Open Easter to October. £3.99 admission. Try out the Rat, an underground roller coaster.

Scarborough Fair, Scarborough, Yorkshire. Open Easter to September. Pay as you ride, or books of discount tickets available.

NORTH-WEST
Blackpool Pleasure Beach, Blackpool, Lancashire. Open Easter to November 1st. Free entry, books of discount tickets available. Famous for its wooden roller coasters.

Camelot Theme Park, Chorley, Lancashire. Open Easter to October. £2.95 admission. Knights jousting in full armour is a speciality.

Southport Pleasureland, Southport, Lancashire. Open Easter to November. Discount books of tickets available. Look out for The Revolution, a 360° loop.

MIDLANDS
American Adventure Theme, Derbyshire Peak District. Open Easter to October. £4.95 admission.

Drayton Manor Park, Staffordshire. Open Easter to October. £1.20 admission, plus pay as you ride.

Riverside Amusement Park, Stourport-on-Severn, Worcestershire. Open all year. Pay as you ride. The Dragon roller coaster is the one to go for here.

West Midlands Safari and Leisure Park. Open April to November. £4.50 children, £5.50 admission. Terrify yourself on the Cobra, a loop the loop.

EAST
American Theme Park, Lowestoft, North Suffolk. Open Easter to October. £3.95 admission.

Felixstowe Amusement Park, Suffolk. Open Easter to September. £1.50 admission.

Great Yarmouth Pleasure Beach, Norfolk. Open Easter to September. Pay as you ride. Have a go on the Snake Slide.

WALES
Barry Island Pleasure Park, South Glamorgan, Wales. Open Easter to September. Pay as you ride.

SOUTH-EAST
Bembom Amusement Park, Margate, Kent. Open Easter to October. £3.95 admission. Go loopy on the Looping Star.

Brighton Peter Pan Amusements, Brighton, Sussex. Open March to October. Pay as you ride.

Chessington, World Of Adventure. Zoo is open all year round, but rides are only open Easter to October. £4.50 children, £5.50 adults admission. For the best thrills search out the Dragon, a water ride.

Thorpe Park, Chertsey, Surrey. Open end of March to end of September. £5.50 children, £6.00 adults admission. Watch out for Thunder River.

SOUTH-WEST
Bicton Park, East Budleigh, Devon. Open Easter to October. £1.00 children, £2.00 adults admission.

Brean Leisure Centre, Coast Road, Burnham-on-Sea, Somerset. Open Easter to October. Pay as you ride. Get airborne on the Space Shuttle.

Flambards Theme Park, Culdrose Manor, Helston, Cornwall. Open April to November. £1.50 children, £3.00 adults admission. The 3D Cinema is well worth a look.

YS Adventu



"Dear Sir Gerrard," the first letter begins. Unfortunately it's not from the Palace, just from **Nick Turner** of Normanton, who says that *Gremlins* is driving him to the bottle. Hmm, I must load it up again myself in that case. The specific problem is what to do with the smashed vents. Obvious, you twit, you fix them. Oh, you want to know how. I see, well take the HCROT DNA EPIP and SETALP DLEW, but not the one in the hardware department.

Jeff Bird of Cardiff is having vocabulary trouble — mainly his lack of it. In *The 'O' Zone* he says he's wearing the bucket to get past the robot leader, but now he needs it to put some acid in and he can't drop it as the program tells him he hasn't got it. A lack of vocabulary in the program too, I think. Though if you're wearing something in an adventure you normally have to remove it before you can drop it.

Nothing as mundane as bucket trouble for **David Brankin**, from Thornbury. David's being given the runaround by a couple of dragons. The first is in *Castle Blackstar:* "How do I move the dragon after slaying it?" The answer is that you don't, you have to kill it from another direction otherwise it just blocks the way and can't be moved. In the same game, to kill the hydra you must DAERBREGNIG WORHT, which the heads will fight over, and you kill off the remaining head with any weapon.

The other dragon problem is in *The Pawn,* and to get past this one you first SWODAHS TA ETIHW ENIHS and then you SWODAHS TA TNIOP. As to whether you should use the blue key on the safe and vote, or on the door and save the princess, I'd say you should vote every time. The princess isn't worth it.

A letter next from 'Dejected of Dorset', alias **J Meaning** of Throop, who asks for solutions on *Imagination* and *The Hobbit,* but without sending the required sae. Not that I have freebies available for those two games anyway, but if 'Dejected' would like to write in with a sae for a list of the available freebies, I'd be happy to supply one. That goes for anyone else out there, too, whether dejected, defective or just plain demented.

Michael Palmer of Newquay asks how to deal with the dinosaur (KCITS WORHT) and get past the fence (ETUHCARAP ESU) in *Eureka,* and how to deal with the guards in *Valkyrie 17* (MEHT TOOHS).

Some tips from **Anthony Prash**, 20 Wales Road, Sheffield, who would also like to hear from anyone who's playing any of the same games. In *Necris Dome,* make sure you have the oxy exchanger before initiating destruction; in *Star Wreck* plug the spark in to get the safe combination; in *Lifeterm* send an SOS to get things going; and in *Wiz Biz* use the vacuum to dispose of the spectre and remember that fire demons like junk food.

Simon Purdoe (I think that's his surname) of Botley near Southampton asks a few things about *The Never Ending Story* because he says his copy is just gathering dust on the shelf till he can solve these problems. Right, blow off the dust and load it up again, Simon. To find the crystal you need to get past the thorns into the tunnel in the mountains, and for that you ERIFPMAC TA HCNARB THGIL, and then you SNROHT THGIL. Don't worry about the cape, and spend as little time as possible in the swamplands.

Ron White of Mexborough says he's known as Rodders, which I thought was the name for a plonker. He must be a plonker, as he's sent me a solution to *Bored Of The Rings,* which I've been offering as a freebie for yonks. Or maybe he isn't, as I didn't include the passwords on mine, so for the benefit of everyone who's asked about those in the past, here they are: GOODTIME, Trevor and Derek, NOT TELLING. Be sure to get your upper and lower case letters right.

A couple of useful hints to speed up play on *Very Big Cave Adventure* from **Trevor Taylor** of York. At the beginning you don't need to go through all the routines of wearing the wellies and dealing with the bull, as the 'magic' words "SAY COMMODORE" will transport you to the caves right from the start, and not merely after you've discovered it. In the beginning was the word, and the word was Commodore. What??? Never mind, Commodore owners have to "SAY SPECTRUM", and Amstrad owners have to "SAY SUGAR". Trevor's other clue is for those of you who know rude words, which I'm sure is very few of our well-behaved *YS* readers. At Gotham City you don't need to capture the Jester to get a lift back to the caves, all you do is swear, and then when you get out of the swear box you're back in the main game.

M A Squiggle of Warwick Close in Whitchurch (that's what the signature looks like, anyway) asks about the DO command in *The Hobbit,* which I mentioned back in the June issue. What is this mysterious command? Well in an early version of the program they hoped to include a command that the player could use: DO MAGIC. That would provide you with a magical way of dealing with some of the problems. Then it was decided to take this out and let you deal with the problems in a non-magical way, like smashing things up with your sword. But it obviously wasn't taken out successfully as using the word DO in your input can cause strange things to happen. It's worth trying if you're getting tired of playing and are about to switch off anyway, as it can cause the program to crash. "And why does Thorin keep singing about gold?" this same inquisitive reader wants to know. Well, some people are just like that. Mike sits down and starts singing, "*Baby it's gold outside.*"

Nic Malone, of wonderful Wigan, is busy singing the praises of Delta 4 and *The Colour Of Magic,* except for the fact that he can't get out of the burning city in part two. Despite reading the solution we printed, Nic can't get Twoflower to co-operate by riding one of the horses. I know the solution works because I've played it through, and all I can think of is that maybe you're not bothering to do something in part one that looks fairly unimportant, and that's having repercussions later (this month's big word). Anyone else come across a bolshie Twoflower and worked out the reason why? Nic

Illustration: Anthony Colbert



news

finishes by asking if they're going to be adapting the sequel, *The Light Fantastic*. It's no use asking me, Nic, I know nothing, but if Piranha are listening, what are the chances?

J R Evory and **Andrew Dobson** of East Yorkshire want to know what to do with the Silver Socle in *Kayleth*, and how to stop the walls crushing you in the citadel. The answer to both being ELCOS RETNE.

Next, enter **John Clifton** of London SE3 with a couple of queries about *Colditz*. How to find the combination to the armoury and how to climb all the way up the chimney? If you can do the second, then you can discover the first. To get further up the chimney you mustn't mind who you tread on (RENOSIRP ESU), and although you can't go all the way up, when you get a bit higher you can YLLUFERAC NETSIL.

A few tips from **Gregory Quinn** of Portadown, in *Demon From The Darkside:* to get Stodge the Dwarf you must drop all and take him, but don't forget to retake the smoke and teleport spells. And in *The Golden Mask,* don't take the mask till you've read the scroll of Voltac.

Just to show that *Your Sinclair* and the adventure pages aren't only read by trainspotters, loonies and general layabouts; the latest mailbag contained letters from a teacher, a freelance photographer, a doctor from Virginia Water and a retired Major from Taunton. Yet not even the Major won a *YS* badge, what a shame. But last and by all means least, my old pal **Ricardo Mapp** is back on the map, giving me his list of the ten worst points in adventure games. They are instant deaths; excessive use of random elements; the word-game syndrome (eg DON GLOVE in *Time Machine* when WEAR GLOVE doesn't work); illogical mazes where each room has about ten exits, and nine of them all lead back to the same place; illogical solutions to problems (eg *Moron* in the room where 'The exit is not obvious' and you have to type OBSCURE); being able to finish with less than 100%; brilliant artwork that misleads you into thinking an adventure is better than it is; lack of time to solve a problem (eg two inputs before the dragon kills you); very slow responses (eg *Smuggler's Cove,* though there are very few as slow as that around these days); and objects which are not mentioned in the text, but you're meant to be able to identify from a badly drawn picture (eg the safe in *Valkyrie 17* and the blob in the rock that's a keyhole in *Terrors of Trantoss).*

Some provocative thoughts there, most of which, I agree with — anyone else got any pet hates that Ricardo's missed out?

Venture forth with Mike Gerrard

● **Since my adventure round-up was finished, I've heard from Zodiac Software, who at my suggestion are reducing the price of their games, *Soap Land* and *Scary Mansion*, to just £2.50 each. As one of my few complaints about Zodiac's adventures was the high price, this reduction means that you now have absolutely no excuse for not bunging off a fiver for them both.**

● When Automata went out of business it looked like the end of the road for the infamous Piman, star of the first 'adventure' I ever bought, but he's now been given a job as a logo thanks to Interceptor Micros. Interceptor has bought Automata, and will be using the label as a mid-price adventure range. The first Spectrum adventures should have been released by the time you read this. Costing £3.99, the titles to watch out for are *Asiento* and *Sword Of Kings*. I notice that one of the Automata range is likely to be the old Interceptor favourite, *Warlord*, though that's only on the Commodore 64 to start with. It would be good to see cheapo versions of some of the other Interceptor faves, like *Message From Andromeda, Heroes Of Karn* and *Forest At World's End*.

● **Other cheapo news is from Mastertronic, which has set up yet another label. This one's called *Ricochet* and will be used to re-release some of the older Melbourne House titles like *Morden's Quest* and *Hampstead* in the £1.99/£2.99 price range.**

● Certain readers, no names mentioned, have been trying to extract from me vital secret information about The Subs Club. What's in it for adventurers, they ask. Join and find out, I tell them. But I've decided to be kind and let you know about the latest adventurous offerings, which include two Piranha adventures for the price of one (*The Big Sleaze* and the *Colour Of Magic*), and other Speccie books at cheap prices from Duckworth. Also a special offer price on the *Six-in-One* adventure pack from Tartan Software. Can't be bad.

● **More news on the future of *Adventure Contact* magazine, by way of a letter from new editor Colin Page who outlines his plans for the publication. Basically it's business as usual, and subscribers should have received their first issue under the new regime by the time they read this. "It's still a monthly publication," says Colin, "and still costs £1 per issue. Obviously it won't be the same in content because no two editors think alike. I have ideas for several new columns, and readers say they want more 'general' reading and less articles specialising in one particular computer, because if you don't own *GAC* or whatever, then that part of the mag is irrelevant. We will, of course, still be doing these articles, but less of them and more of the general stuff."**

● You may have been wondering why *Murder Off Miami* didn't get a *YS* review, when I'm such a big fan of the lad Fergus and his merry quips. The answer lies in the fact that early Spectrum versions (such as the one sent for review) had a fatal bug which stopped you rising from your seat at the start of the game. Instead of putting you on your feet, it put you into a loop back to the start of the program. Now it seems that the bug has been sorted out, but if you've been lucky enough to pick up a bugged version, return it to CRL or the shop where you bought it for replacement. To check for the bug, type STAND UP and see if you have to start all over again. If you do, you're the proud possessor of a bug.

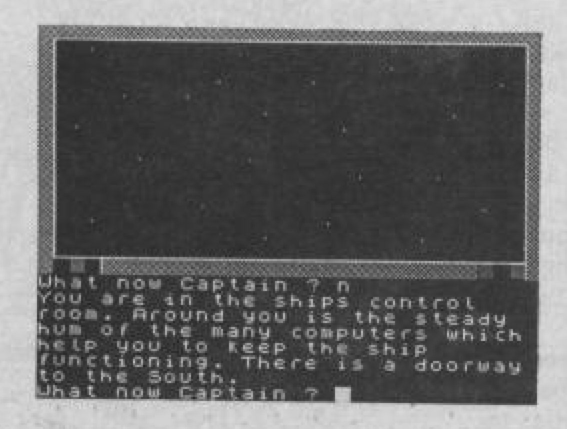


▶

DEADLY MISSION

Your *Deadly Mission* in this game is to find the location of the rebel T'rilla Pirate Base and bring back its co-ordinates for the good guys. Intelligence reports show that the base lies within the Korgan Empire boundaries, or "boundries" as the program spells them.

Starting the game at your ship's controls, you'd better get a move on and search the ship, as I give you advance warning: it won't be many moves before you're under attack. You've a key right under your nose, and careful examination of everything should let you equip yourself with a torch and batteries, plus a little weaponry before you're attacked and have to seek the shelter of the nearest planet.



Whether this is a wise move or not I don't know, as wandering through the landscape I found a cave, and in the cave a slumbering monster guarding its nest. All I can tell you about the monster is that it had fangs as it attacked me and that was the only bit of the message I could see, because it scrolled instantly up behind the picture that shows you the game's over. Was there a clue in that message as to how I was disturbing the creature? I'll never know as it whizzed past too fast. I sometimes wonder if programmers actually play their games once they're written.

I obviously had to kill the mysterious fanged beast, but I have to admit to defeat, even at this early stage of the game. KILL ANIMAL, SHOOT ANIMAL, FIRE RIFLE, SHOOT RIFLE — all produced no response whatsoever, except the WHAT NOW CAPTAIN? prompt repeated, leaving me wondering whether anything was happening or not. Exploring elsewhere in the landscape, I eventually heard the sound of choppers, and before I knew it, I was thrown in the ever-familiar cell. The means of escape obviously required a screwdriver, which my spies told me was in the dreaded cave, so at this point I gave up.

I should have persevered with the game, I know, but I'd seen nothing that made the adventure stand out from the crowd. I must have seen at least 200 adventures exactly like this one. Not bad, not stunning, just another everyday story of adventuring folk. I want some excitement, I want some danger, I want to be . . . a lumberjack! (Puts on appropriate clothing and breaks out of *YS* office, never to be seen again. Till next month.)

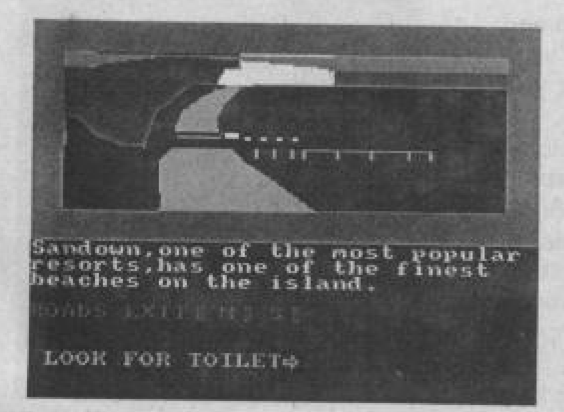
FAX BOX
Title: .... *Deadly Mission*
Publisher: .... John Henry Enterprises, 16-19 Brewery Rd, London
Price: .... £1.99 through Micronet Spectrum Telesoftware, or £1.99 plus 22p postage mail order.

Graphics
Text
Value for Money
Personal Rating
7

THE LOST RUBY

◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇

How I don't know if this is true or not, but the story behind *The Lost Ruby* is that in 1891 Queen Victoria hid a ruby somewhere on the Isle of Wight, and though hundreds of people searched the island, the jewel was never discovered. When the Queen died, ten years later, the secret of the ruby's location died with her. If it is true . . . where's my bucket and spade and who's for a weekend in Cowes?

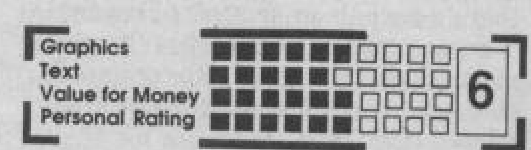


True or not, it's an interesting setting for an adventure, so it's a shame that this is the first disappointing release from Wrightchoice. It's no disaster, but it's certainly no jewel. Most of the locations are real place names from the Isle of Wight, like Cowes, Ryde, Ventnor and so on, with all the little villages in between. You start at Sandown carrying some small change, 80p if you count it, but could I find an ice-cream man, just when I fancied one? An ice-cream that is. Could I heck as like!

You wander round the sights on the island, and try to find something to do. Finding a pass to get into places like the Castle and the Country Park helps. Using it, is a pain though. The fact that you're carrying the pass isn't enough, you must SHOW PASS as well. Then it's OK to ENTER ROBIN (The Robin Hill Country Park, the program won't accept ENTER PARK). Inside here and faced with east and west exits, I went WEST and was back outside the park again. Right, ENTER ROBIN, "You need a pass." Aargghh!

Not a downright disaster, as the problems can be solved, and the inclusion of helpful features like VERBS and NOUNS commands to show you most of the vocabulary available is welcome. There's WORDS/PICTURES and a SAVE to RAM option as well, but it would need a real ruby at the end of the quest to make me persevere with this one, when there are dozens and dozens of better adventures around.

FAX BOX
Title: .... *The Lost Ruby*
Publisher: .... Wrightchoice Software, PO Box 100, Troon, Ayrshire, Scotland KA10 6BD
Price: .... £3.95, mail order only.



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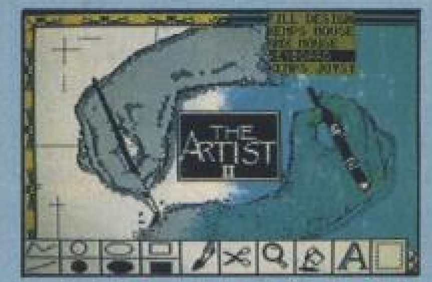


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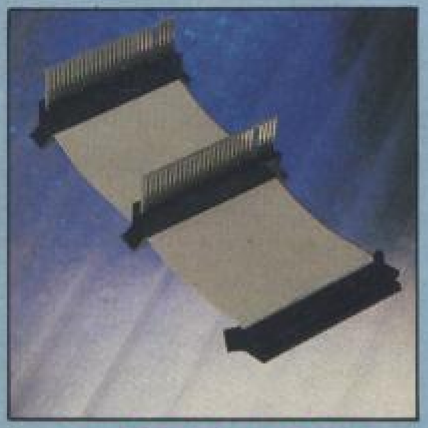
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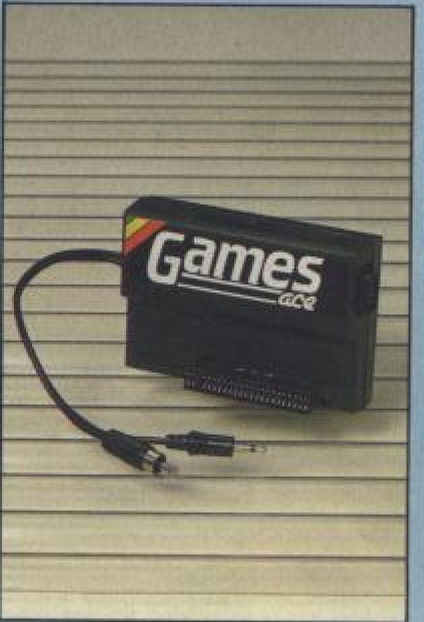
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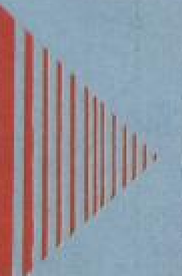
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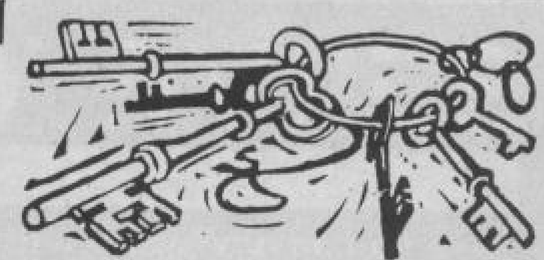


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The "TOP GUN" game puts you in the pilot's seat of an F-14 jet fighter. 3-D vector graphics and split screen display allow one or two players to combat head to head or against the computer. Your armaments in this nerve-tingling aerial duel are heat seeking missiles and 20mm rapid fire cannon. Many skills have to be brought in to play such as reflexes, manoeuvring ability and accuracy to become the best of the best. "Top Gun" mavericks enter the danger zone!
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LOST SOULS

First off let's have **Stephen Hennessy**, who starts his ever-so-polite and well-written letter with: "First off, I gotta ask how the hell do you retrieve lost items from Skirmal in Firebird's *Runestone*? I'd pull my hair out if I had any left." As it's the International Year of the Baldie, which not many people know, send whatever help you can to **Stephen Hennessy** at 16 Wren House, Gernon Road, Bow, London E3.

From Wren House to **Wren Bull**, of Ty Loch, Llanddarog Road, Carmarthen, Dyfed. Wren needs help on a less well-known game, *Castle Of The Skull Lord* by Samurai Software. He says he's killed the vampire in the castle, blown up the wall to get at the storeroom, swum the lake wearing the water-wings and bandaged the injured man. Now he needs to know how to capture the parrot. He assumes you need the cage, which he's got, but he can't get the parrot into it. What use is the grappling hook? What to do with the spike and the blacksmith's tongs? How to open the door in the hillside and the trapdoor in the well? Any help welcomed by Wren at the above address, and he'd like to thank Pauline Garnett of Andover who provided him with the last few moves to help him complete *Necris Dome*.

Time Machine trouble for **Chun How Tank**, 10 Shannon Road, King's Norton, Birmingham B38 9BZ. Simple question: how do you get out of the strange machine?

Several Level 9 questions from **Robert Thomson**, Willerby Villa, 80 West Road, Congleton, Cheshire CW12 4EV. How do you remove the spider from the web in *Colossal*? How do you get off the island safely in *Return To Eden*? How do you get past the red hot coals in *Adventure Quest*? And where is the rod in Interceptor's *Jewels Of Babylon*?

Letters from two totally crazy people next, one being artiste extraordinaire and part-time Pritt Stick, **Krazy Kez Grav**, also known as **Kygra the Great**, who, it seems, resides at the Mount Hotel, Brymbo, Wrexham, North Wales. Brymbo sounds like the hero of a Japanese version of *The Hobbit* to me, and Kez is stuck in a game called *Murder* by a certain Vic Wodlow, who shall remain nameless. Help needed on how to avoid starving or getting arrested by the police. Also, in *Father Of Darkness*, any help at all would be welcome on part two.

Next northern nutter is **Lippy the Baboon**, otherwise known to the police as **Mark Hallson**, 135 Raven Court, Old Trafford, Manchester M15 5QA. I suppose Mark lives there 'cos he's raven mad. Ho-ho. What Mark needs . . . well, one of the things Mark needs is help on *Return To Ithaca, Moron, Lord Of The Rings* and *The Fourth Protocol*. As for the freebie request — happy to oblige if you remember the sae, next time!

KIND SOULS

Some **Kind Souls** appear again and again, which shows generosity unbounded, but it's always good to welcome new names, one being **Mark Walker**, 23 Drayton Street, Sherwood, Nottingham. With an address like that you'd expect him to be able to help on *Robin Of Sherwood*, but he can't. Only on: *Knight's Quest, Pharoah's Tomb, Magic Mountain, Zzzz, Spytrek, Hobbit, Eureka* (parts 1-4), *Earthbound, Classic Adventure, Erik The Viking, Everyday Tale Of A Seeker Of Gold, Secret Of Little Hodcome, Urban Upstart, Seabase Delta, Valkyrie 17, Mafia Contract I, Colour Of Magic, Dracula, Vera Cruz Affair, Kentilla, Runes Of Zendos* and *Terrors Of Trantoss*. With the last one, though, Mark says the only thing he can't figure out is when he returns with the treasure, the villagers grumble he's left something behind. *What is it*??? Maybe the recent *YS* solution will have sorted that out for you, Mark.

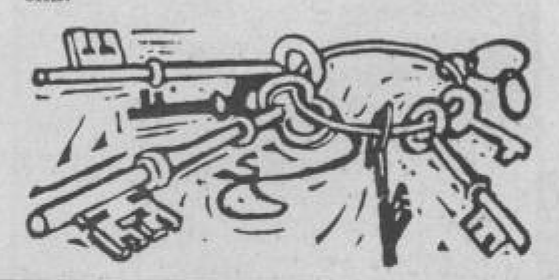
When writing to **Kind Souls** you should always ask direct questions about the adventures you're stuck in and not just request a full solution unless someone specifically says they're prepared to provide these. Someone who is, at a cost of 20p to cover the photocopying, is **Colin Walsham**, 62 Leighwood Avenue, Leigh-on-Sea, Essex SS9 4LG. Colin will still answer specific questions free of charge, like any other **Kind Soul**, but don't forget the sae. The adventures on Colin's list are: *The Boggit, Robin Of Sherlock, Hampstead, Gremlins, Robin of Sherwood, Terrormolinos, Valkyrie 17, Hulk, Bored Of The Rings, Colour Of Magic, Spiderman, Ground Zero, Micro Man, Subsunk, The Helm, Seabase Delta, Imagination, Warlord*.

Darren, who doesn't give his surname, is also prepared to provide full solutions, for 10p, for the following: *Planet Of Death, Inca Treasure, Ship Of Doom, Espionage Island, Waxworks, Gremlins, Temple Terror, Golden Baton, Robin Of Sherwood, Time Machine, Perseus And Andromeda, Arrow Of Death I, Arrow Of Death II, Feasibility Experiment, Ten Little Indians, Spiderman, Shadowfire, Holy Grail, Urban Upstart, Aftershock, Denis Through The Drinking Glass, Eye Of Bain, Mystery Funhouse* and *Sorceror Of Claymorgue Castle*. For 20p you can have *Marie Celeste, Doomsday Papers, Zzz, Mafia Contract, Mafia Contract II, Escape From Pulsar 7* and *Circus*. For a massive 40p for some reason, Darren has solutions to *Se-Kaa Of Assiah, Seabase Delta* and *Sinbad And The Golden Ship*. Send your pennies to **Darren Question mark**, 30 Moyne Gardens, Chellaston, Derby DE7 1VE.

Philip Hancock writes to me for various reasons from time to time, although in his last letter he admitted: "I thought I'd write and annoy you since *Moonlighting* isn't on yet!" Gee thanks, Philip. I'll write back and annoy you sometime! Luckily for him he also offers to be a **Kind Soul** on trillions of adventures from his humble abode at 144 Charlemont Road, East Ham, London E6 4HE: *Hobbit, Ket Trilogy, Hulk, Spiderman, Gremlins, Invincible Island, Inferno, Urban Upstart, Bored Of The Rings, Perseus And Andromeda, Time Machine, Ten Little Indians, Arrow Of Death I/II, Circus, Eye Of Bain, Golden Apple, Hampstead, Seas Of Blood, Robin Of Sherwood, Robin Of Sherlock, Wizard Of Akyrz, Lords Of Time, Feasibility Experiment, Mafia Contract I/II, Terrormolinos, Golden Baton, Message From Andromeda, Subsunk, Waxworks, Jewels Of Babylon, Heroes Of Karn, Sinbad And The Golden Ship, Secret Mission, Ship Of Doom, Pirate Island, Imagination, Boggit, Colour Of Magic, Valkyrie 17, Marie Celeste* and *Seabase Delta*.

Another immense list of conquests from **John Schofield**, 33 Westfield Avenue, Skelmanthorpe, Nr Huddersfield, West Yorks HD8 9AH. John has completed over 40 adventures, and admits to being over 90 years old . . . No, hang on, I've got that wrong. It's over 90 adventures he's solved, and he'll admit to being over 40. He also says, "I only get to play adventures when my son's not jiggling his joystick — say when I kick him out of the house!" Judging by John's list, his poor son must get kicked out all the time. No room to list them all, so here are a few of the less common or more recent titles: *Aztec Hunt For The Sun God, The Castle, Castle Blackstar, El Dorado, Fantasia Diamond, Ground Zero, The Helm, Inca Curse, Invincible Island, King Arthur's Quest, Masters Of The Universe, Matt Lucas, Mindshadow, Mindstone, Morden's Quest, Prehistoric Adventure, Return To Ithaca, Seas Of Blood, St Bridges, Se-Kaa Of Assiah, Sherlock, Snow Queen, Temple Of Vran, Terrors Of Trantoss, Twin Kingdom Valley, Voodoo Castle, Witch's Cauldron* and *Zzzz*.

Lastly another regular visitor, in the shape of **Gregory Quinn**, or Gregsy as he allows his girlfriend to call him. Poor wretch. This is someone else whose list is too lengthy to print in full, but here are the edited highlights: *Gremlins, Escape From Pulsar 7, Murder Hunt, The Castle, The 'O' Zone, Hunchback III, Lifeterm, Journey Into Moria, Doomsday Papers, Book Of The Dead, The Pawn, Hulk, The Curse, The Cryslak Experiment, Vera Cruz, Demon From The Darkside, Dome Trooper, Pirate Adventure, Tangled Tale, Golden Mask* and *Fantastic Four*. Where does Gregsy-baby live? At 71 Festival Road, Portadown, Co Armagh, N Ireland BT63 5HE.



THE SLEAZY BALROG STRIKES!

WARNING: A *YS* Solution can seriously damage your adventure playing, so don't read on unless you really want to know.

No prizes for guessing that the first in with a full solution to *The Big Sleaze* was the old, if not downright decrepit, Rochdale Balrog himself, **John Wilson**. Rather than print the full solution to such a new game, which many of you don't seem to like, here are some of John's suggestions for inputs you might have missed.

Worth examining are the glass cabinets in Wang's shop, the calendar in Joe's office and the toilet in Joe's diner. Try taking the model aeroplane without paying, try visiting Central Park after dark or see what happens if you don't pay the cheques into the bank. It's bad news if you try getting into your car without examining it first, but even worse should you try to kiss Velma — that'll really bring tears to your eyes. But I bet it won't stop you trying to kiss the librarian.

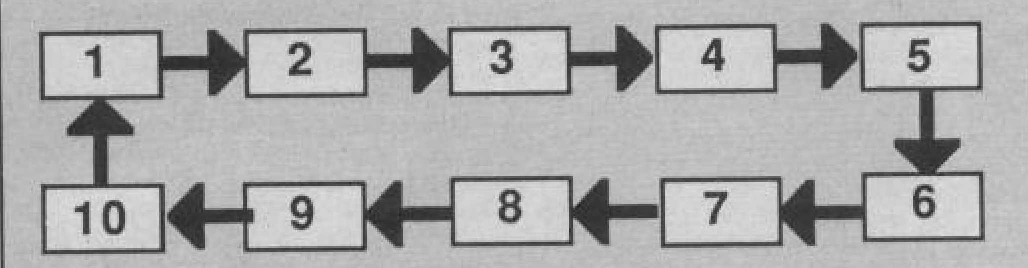
Now for some of the 'hidden' messages. Typing FERGUS gets a different response in each part, as does the word SPUD. Other ones to try are the obvious PIRANHA and DELTA 4, but this time round JUDITH merely produces a WHAT? Well, she has left the Delta 4 group to pursue her solo career.

And finally for the very few *Your Sinclair* readers who might know them, try inputting most of the common swear words and assorted bodily functions.

ROOM SERVICE IN GAC

Stephen Hennessy of London sent in this information about creating a character in *GAC* which will move from room to room and give random comments.

"All the conditions are high priority. I'll use two counters, counters 1 and 2. Counter 1 holds where the character is and counter 2 contains a wait number or the character would zoom around all over the place! The rooms must be laid out in the order in which your character will move around. For example:



Right, now we're off!

IF (RES?6) SET6 ICSET1 ICSET2 END — I'm using marker 6 to show whether this is the first movement or not. Then I set counters 1 and 2 to show a value of 1.

IF (ROOM=CTR1) LF MESS 7 LF MESS (RAND 6) END — If the moving character is in the same room as you, then say so with message 7. Pick a random number from 1 to 5 and print the appropriate message number. These contain the character's 'random' remarks.

IF (CTR2<10) INCR 2 END — Increments the wait counter, but not absolutely essential.

IF (CTR2=4) ICSET2 INCR 1 END — If waiting time=4 then reset and move character to next location. You can make the waiting time any number.

IF (CTR1=11) ICSET1 END — If the character has completed a round of locations then put him back to the start.

I hope all this is clear. I have used this technique to devastating effect (even if I say so myself!) in a game I am writing."

Glad we had 'room' for that lot Steve.

GET GACPAC-ING!

When I reviewed *Book Of The Dead* by a small software house then unknown to me, The Essential Myth, I rated it 8/10 and reckoned it used all the facilities of *GAC* to the full. My faith in it was justified when it was announced that CRL wanted to publish the game. In fact, I discovered that *Book Of The Dead* used more than the facilities of *GAC*, as the three-man programming team behind the game had reached the parts other *GAC*-users cannot reach by writing their own suite of utilities to enhance Incentive's original program. Now they've made those utilities available to others in the form of *The Gacpac*, and no *GAC*-user should be without it.

The main program is menu-driven and when loaded allows you to load your *GAC*'d adventure data file into it. You can then do various things with the data file before re-saving it, in a hopefully improved version. One option is a simple spelling check, allowing you (or a good speller) to inspect all the words in the database and amend any wrong ones. Another routine asks you to list the verbs in the data file in the order in which you expect them to be used most frequently, obviously starting with words like GET, DROP and EXAMINE and moving down to those which might only be used once, like DISBELIEVE and PREVARICATE.

Other options will basically compact the data file by removing unnecessary END statements and also any words that were initially entered but were not finally used in the adventure, which of course *GAC* itself won't allow you to do. Though the compacting facilities can be slow in operation, the end result should be a saving of memory, which you can use to expand your program, and then compact again . . . oh heck, use the extra space to draw a couple of pictures with, it should be enough.

The *'Finisher'* program allows you to load in your adventure, followed by a font of your choice, and then a loading screen produced from whatever source you choose. These will then be re-saved as a complete adventure file. I especially liked the font editor, which lets you create your own fonts, or amend the standard Spectrum font, or indeed use or amend any of the range of 14 fonts that the program comes supplied with. Quick use of flip, mirror and rotate options means you can design to your heart's content and inspect the results as you go.

All in all, I reckon if you've spent £22.95 on *GAC* you'd be crazy not to make the most of it by investing another £5.95 in *The Gacpac*, or £4.95 if you fill in the special offer coupon that should be lurking somewhere around these pages.

SERVE YO

Are you an adventure author w
***GAC* and still cursing *Quill*? Well, re**
awaited hints'n'tips on the vari ad
that are sure to pubu

QUILL THRILLS

From **Jack Lockerby** of Canterbury come several tips for *Quill* users, and Jack should know what he's talking about as he's written several nifty adventures himself, including some *PAW*'d games recently recommended in my bumper round-up.

"First a method of incorporating the GET ALL command.

Object 1—a torch. Message 1—a torch. Message 100—Taken.

Place the following in the EVENT table:

1 GET ALL — PRESENT 1
NOTCARR 1 PAUSE 20 MESSAGE
1 PAUSE 20 MESSAGE 100 GET 1

If a torch is present and you typed GET ALL the following would occur: The message 'a torch' would appear after a short pause and then the message 'taken' would appear, again after a short pause. You'd need to do this for all the conveyable objects in the game. Also, if the item was wearable after NOTCARR, you'd have to insert NOTWORN. This doesn't take up a lot of memory and certainly adds to the playability of a game. Of course, you can also put in messages for objects that are named in a location but can't be 'GOT'. Suppose you were in a room with a blazing fire and you typed GET ALL, you could have a message something like 'A blazing fire — what are you? Some kind of magician?' At the very end of typing in all your GET ALLs you must put a final one: 1 GELL ALL — DONE.

"Next a routine for when you're up a tree and you drop something. Normally in a *Quill* game the dropped item would remain up the tree with you. Not very logical, really. Here is one method of making it fall to the ground below. This applies to any object that you might be carrying.

Location 1—Under a tree. Location 2—At the top of the tree.

Message 1—It falls to the ground below.

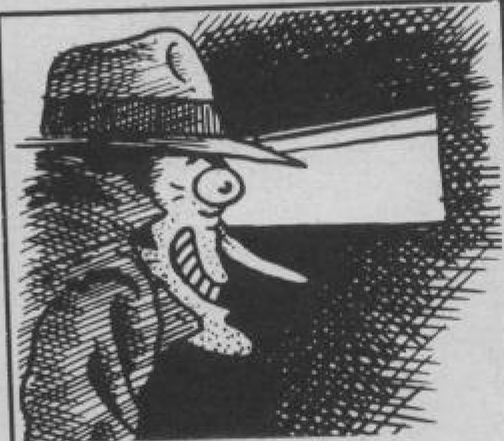
1 DROP — AT 2 GOTO 1 AUTOD
GOTO 2 MESSAGE 1 PAUSE 150
DESC.

You must then put in the AUTOD for the other locations.

1 DROP — NOTAT 2 AUTOD
DONE."

OU WRITE!

or with writer's block? Hacked off with ...ell, here's Mike Gerrard with those long ...arious adventure writing utilities about ...put you on the write track!



PEEKING IN SOHO!

Tim Richardson of Bishops' Stortford says he's tried the following routine in several *Quill'd* adventures, including *Soho Sex Quest*, and it lets you inspect the data. That's if you don't have a very early version of *The Quill* which used to allow you to load in an adventure as a data file anyway, and do the same with a lot less trouble.

"Load the code," sex-fiend Tim says, "then use the following program:

```
10 FOR F=25500 TO 65535
20 LET A=255-PEEK(F)
30 IF A>=32 AND A <=127 THEN
PRINT CHR$A;
40 NEXT F
```

Line 20 may need changing to just PEEK F for some games."

Tim can also provide no less than nine alternative character sets for use with *GAC* on tape or Opus disk for only 50p provided you enclose the tape or disc and a sae to him at 20 Crescent Road, Bishops' Stortford, Herts CM23 5JU.

Fancy a Font

If you want to liven up your *GAC* layout, **Matthew Conway** of Berkshire (so called 'cos it's full of berks) recommends a program called *The Font Creator*. Not surprisingly, it allows you to create your own fonts and also puts a few fancy ready-made fonts at your disposal. Available for £1.49 from Simon Kimberley, 115 Yelverton Road, Radford, Coventry CV6 4AG.

GAC HACK!

John Logan of Glasgow had a couple of his own *GAC'd* adventures turned down by Incentive, so decided to inspect its *Apache Gold* to see if he could pick up any tips. Here's his report.

"I used a header reader and discovered that my own data files started at address 42271, then I loaded *Apache Gold*, pressed the magic button on my Multiface One and exited to Basic. I inserted a blank tape in my recorder and typed SAVE "GAME" CODE 42271,23194 (the free memory on loading *GAC*). I then loaded my *GAC*, and *Apache Gold* as a normal data file, so I could take a print-out of all the conditions, and I soon deciphered the complete solution. This works with every *GAC* program I've tried.

"Now a few comments on *Apache Gold* itself. There are 75 bytes of free memory left, and as it only takes two bytes to change the text and border colours, the first graphic could easily have been improved with a dark border, such as black. This border could have remained throughout, avoiding the glaring white text area that has been much criticised.

"Bugs abound, but two bad ones spring to mind. On first encountering the canoe, I typed the perfectly reasonable CLIMB INTO CANOE and found myself halfway up a mountain! Also, after climbing up the rope and encountering the eagle, I typed UP by mistake but found myself back down in the previous location. Due to the virtual non-use of markers in the program, the adventure can be completed in 13 moves by simply going to the tent flap and saying the password. This is bad enough, but all you have to do is type the first three letters, MON, and away you go!"

HACK DAT DATA

Graham Collier of Bath is another reader who doesn't consider an adventure fully solved till he's hacked into it and inspected the data . . . or is it that he can't solve an adventure until he's hacked into it? No, surely not? He reports that the following program is set up for an inspection of *Quill'd* games, but will work with many non-*Quill* games too, if you change the data entry in line 90 from 47 to a zero. Note that all the data items should have inverted commas round them, for example "221", "33", but I've omitted these for space reasons. Well, okay, out of laziness. The adventure must be a standard loading type with a header, and only the main block needs to be loaded after you've saved and run Graham's listing, which is (pause for fanfare):

```
10 CLEAR VAL "24575": LET
a=VAL "23296"
20 RESTORE: FOR f=NOT PI TO
VAL "56": READ b$: POKE a+f,
VAL b$: NEXT f
30 PRINT #SGN PI: FLASH SGN
PI: AT SGN PI, VAL "9";
"<<LOADING>>": OUT VAL "254",
VAL "5": PRINT AT NOT PI, NOT
PI;: RESTORE USR A
40 IF LEN INKEY$ THEN GOTO
VAL "40"
60 DATA 221, 33, 0, 96, 17, 17, 0,
62, 0, 55, 205, 86
70 DATA 5, 48, 241, 221, 33, 0, 96,
237, 91, 11, 96
80 DATA 213, 62, 255, 55, 205, 86,
5, 225, 235, 167, 237
90 DATA 82, 200, 33, 0, 96, 126, 47,
254, 32, 56, 5, 254
100 DATA 123, 48, 1, 215, 35, 27,
122, 179, 200, 24, 238
```

Ta very much Graham.

SAVE £££££'s

Well, one pound, anyway. Though to anyone thinking of reporting us under the Trades Descriptions Act we would point out that you can in fact save £££££'s if you buy five copies of *The Gacpac* from the Essential Myth. This suite of utility programs (see separate review) allows you to do all manner of wonderful things with your *GAC'd* adventures, and is available exclusively to *Your Sinclair* readers at £1 off the recommended price of £5.95. The specially reduced price includes a free copy of the 20-page *Ultimate GAC Guide*, which sells separately for £1.50 and is essential reading for anyone who wants to find out how to get more out of their *GAC*. To buy your copy of *The Gacpac*, fill in the coupon below and send it off with your cheque or postal order for £4.95 (which includes postage) made payable to The Essential Myth.

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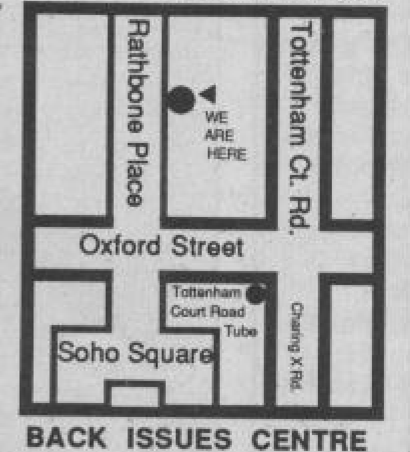
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Sooooon On.....

C64/Spectrum/Amstrad



Dragged up to the frozen North, *Peter Shaw* braves the elements in Blackpool.

S·L·O·T·S O·F FUN



Lady Luck was never a woman I really knew too well, so given a whole sunny summer season, I would go to Blackpool on the one day the town suffers torrential downpours! There I was, standing on the Pleasure Beach with my ice cream, and then woosh! I'm up to my spiral notebook in rainwater. Avoiding the cold, wet and general blerghiness of the weather, I headed for the shelter of the arcades to find out what was going down. This was actually quite a wise move since my companions for the day were all making themselves thoroughly sick on various stomach churning funrides.

Once in the local dosh factory, I found all the usual stuff, plus some of the very best games such as the brilliant new *All Points Bulletin* from Atari plus *SDI* and *Alien Syndrome* from Sega.

SDI



SDI, or Strategic Defence Initiative to give its full name, has finally made its debut, and it's just as good as we thought it would be when we reported on it a few issues ago. The game is based around the Star Wars defence system that's caused the superpowers so much feather-splitting recently. You are given two phases in the game, offensive and defensive. Offensively you play a game reminiscent of *Defender* or *Mission*, travelling along horizontally shooting the incoming missiles, satellites, space stations and the moon bases out of the sky. In defence mode you must stop the enemy missiles blowing up your base stations, exactly the same as *Missile Command*.

It's pretty addictive, and I happily fed it three quid. (urp!) The sound ain't too wonderful, but the stunning graphics including views of the Earth's surface and the craters of the moon make up for this. All absorbing stuff!

Thirty pence will buy you one game of Sega's *SDI*, but if you want more play power then one of those gold coins will give you five games.

Double Dragon



If you liked Taito's *Renegade*, you'll jest lurve *Double Dragon*. It's essentially the same sort of game, a streetfighting beat 'em up, but much nastier. The character you play is a streetwise ninja whose girl has been beaten and kidnapped by the bad guys. You must fight your way through the scrolling streets, beating up punks with your hands and feet, or by picking up weapons to thrash them with. Most villains are easy to beat up, but some of the tougher ones need swiping with an appropriate weapon before they'll keel over. The sprites are much bigger than the ones in *Renegade*, which adds to the realism. The sound is pretty good, too, with lots of grunting and oofing going on, and gruesome sound effects for the chain whipping through the air.

Great stuff, and really good value, even for 30p a throw.

WEC Le Mans



If you're a young Nigel Mansell clone, and let's face it who'd own up to that, then you're a dead cert to be a WEC-Le-maniac. *WEC Le Mans* is a Formula One simulation that on its own, with its exciting graphics, would be enough without the added thrill of being a sort of cross between *Outrun* and *Super Hang On*. You have a steering wheel, an accelerator and a brake as your controls, plus the usual hi/lo gearstick, but you can forget about that. As the Christmas tree lights click down to 'go', you stamp on the gas and your car roars off to keep pace with the others. Just like *Outrun*, the game features real road bumps, which means that the steering column of the machine transfers the shock to your hands (wobble wobble). The track is pretty racey too, with so many twists and turns you may lose your lunch. And all this for just 20p, eh?



Starblazer



If you want a good laugh at how bad arcade computer games can be, then make sure you check out Sega's newie *Starblazer*. It's one of those video disk games where computer graphics are mixed in with actual video pictures to make the whole thing, in theory, look realistic. But unfortunately in this case it just doesn't work. The whole computer game is a very basic shoot 'em up, which would be fine, but what makes it so dreadful is the video pictures of toy tanks and the like. Weird! At 30p for one game this machine is well worth missing.

BLACKPOOL BATHERS

After doling out all my dosh in the dark, there was only one thing for it. Yep! Drag a couple of my fellow arcade-ees out into the sunlight and take away their rock until they answered my questions. Mean, eh?

Andy Hamilton, 17, Birkenhead "My mates and I all knock about in our local arcade all the time. It's a real dump, and there isn't much there, but we do have tournaments on a clanped-out *Asteroids* machine. My favourite arcade game here in Blackpool is that *Outrun* racing game. I reached stage 3 this morning, but I'm going back this afternoon and I'll reach level 5, I will!"





▲
Collun Durrell, 16, Barnsley, South Yorkshire "My favourite game at the moment is Halley's Comet — I can get as far as the head of the Comet, but I never seem to have enough lives or fire power left to destroy it totally. I found a really good shoot-'em-up in a service station on the way up here but I forget the actual name of it. Oh well, I'll have another look on the way back..."

Steve Weston, 24, Kensington, West London "I only visit arcades very occasionally, so I've never starred on the high score tables anywhere, but I do like games like *Pacland* and *Bionic Commandos*. My first memory of an arcade was in the Queen's Building at Heathrow. It had a couple of *Space Invaders* and loads of one-armed bandits."





▲
Steve Hainsworth, 19, Watford "My favourite game is *R-Type*, which is simply excellent, but I also like *Darius* and *Double Dragon*. I think Sega makes the best arcade games, followed by Atari, because although Atari comes up with some clever ideas for its stuff, Sega uses the best graphics. I've got a Spectrum and about 60 games for it. I tend to buy any arcade conversions, even if I didn't like the original."

All Points Bulletin



If you're faint hearted then stay away from Atari's *APB*. It drove me to utter frustration after only a few minutes of panicked play.

So what's it all about then? I hear you ask. Well, it's all based around the life of an overworked American cop, and the problems he faces every day. Well, okay, it's actually a bit more satirical than that.

The game starts with the Police Chief standing at the front of the briefing room giving a description of the crook you've got to catch, plus a picture of the car he's driving. Then you're out on the streets, tearing round, booking people for any offence they might be committing, while you search for the big crook of the day. Normal lawbreakers like litter droppers, honkers and the like, will normally pull over as soon as you finger them. The big crooks won't give up quite so easily. Once you've brought the crook back to the station then you must get a confession out of him by rapping the buttons in quick succession. This is one of the most comic graphic displays I've ever seen on a game! While you're rattling the suspect's throat the Chief comes wobbling down the stairs. You have to get the confession out of the crook before the Chief opens the door.

Probably one of the funniest games of the year, and it only costs twenty pence a game.

Okay that's it. Next month I'll be heading to the d-e-e-p South again in the shape of Bournemouth. Keep your fingers crossed and I might avoid more of this lovely summer weather. See ya there.

ARCADE NEWS

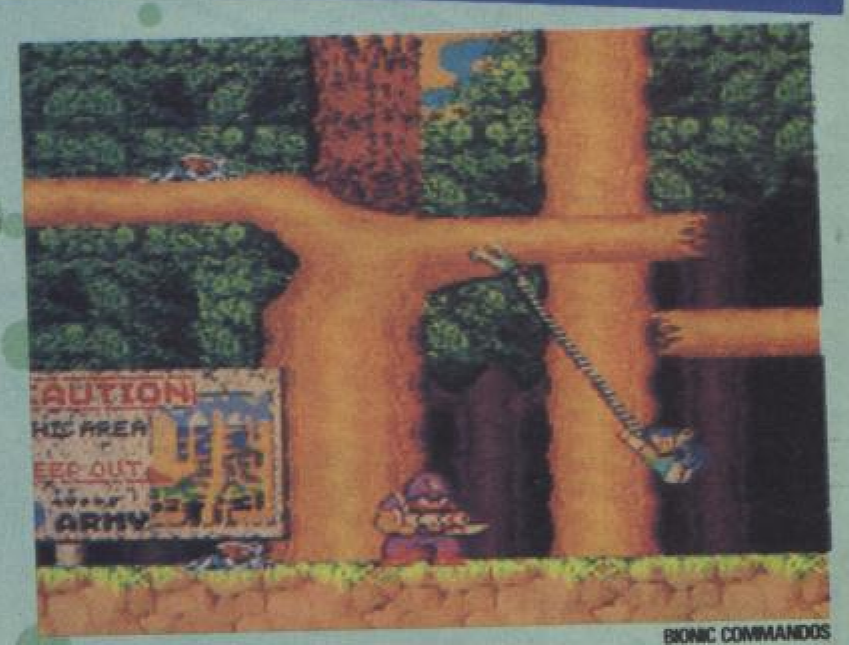
There are basically two new releases of note this month. Data East is to launch *Captain Silver* (hah har, Jim Lad!), which is a sort of animated pirate adventure. The aim of the game, surprise surprise, is to collect as much treasure as possible. Starting in a town on the first level, you must hotfoot it to the wharf, avoiding any nasties such as huge cats and pinching crabs. This all sounds a bit like *Pitfall* to me, since it requires lots of jumping and ducking to complete. Once at the wharf, you enter the second phase of the game, aboard the pirate ship, the Glug Glug. On board, you have to avoid the cutlasses thrown at you, while trying to find the Captain. After doing for 'im, you move to the last level on the island where the treasure is hidden.

Captain Silver's out very soon, so nip down to your local and check it out today.

The other important release this month comes from Hamco, an Arcadia style shoot-'em-up called *Dragon Split*. It's set in a prehistoric world, where the usual spaceships and aliens are replaced by pterodactyls. The graphics are excellent, and the sound is reported to be terrif, although this remains to be seen.... er, heard rather.

Dragon Split is out very soon, so watch out for it and get them before they get you!

We've mentioned it before, but now Capcom's *Bionic Commandos* is out in strength at many regional arcades. It's another two player game, with a pair of bionically altered heroes for you to control. The bionic arms of the players extend so you can swing from branches and punch villains from a distance. It looks like wizard fun, so watch out for it.



BIONIC COMMANDOS

Look out for a full review in the near future.

Also out now is Bally Midway's new plan view combat game, *Rescue Raider*. You drive a battle engine, a sort of heavily armed cross between a tank and a tricycle, in 80 screens of high energy excitement. By the time you read this, *Raider* should already be edging into the charts, so watch this space.


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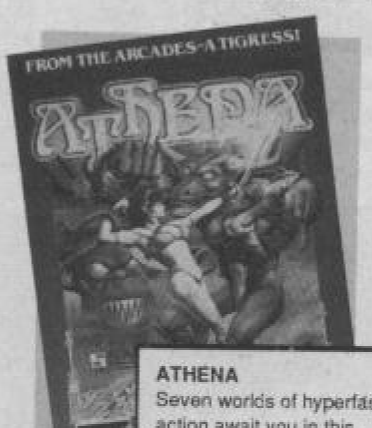
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ON THE WARPATH

Once more unto the breach... *Owen* and *Audrey Bishop* bring you the second despatch from the new *YS* Strategy front.

Just in case you were foolish enough to miss the first instalment of *On The Warpath* we'll tell you what you've missed. This is the spot for all strategists, tacticians, wargamers and anyone else who wants a game to exercise the little grey cells rather than the weary finger tips. Reviews, views, hints'n'tips and above all lots of stuff from you, the elite of Speccy games players.



NEW GAMES FOR OLD

There may not be many new games this month, but there's still a lot of mileage to be had from the old ones. You can either just play them again using different tactics or you can set up an entirely new game from the framework of the original. To show you what we mean here's a brand new wargame that'll cost you absolutely nothing. All you need is a copy of CCS's *Vulcan* and a bit of brainpower. *Vulcan* already has five games in it but why not make one more?

Scenario 3, Eighth Army,

AXIS
1. Deutches Afrika Korps HQ
2. Corpo d'Armata XX
3. Corpo d'Armata XXX
4. Sahara Group
5. 164th Light Division
6. 15th Panzer Division
7. Trieste Division
8. Spezia Division
9. Pistoia Division
10. GGFF
11. 90th Light Division

ALLIES
1. 51st Highland Division
2. 7th Armoured Division
3. 2nd New Zealand Division
4. 8th Armoured Brigade
5. L Force
6. XXX Corps HQ
7. X Corps HQ
8. 1st Armoured Division
9. 4th Indian Division



Moving the units into position for the Battle Of Mareth.

APOCALYPSE

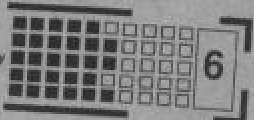
Command/£9.95

Essentially a classical strategy game for two to four players (no computer-opponent). The map displays 24 strategic centres, divided between the players at the beginning. Your aim is to expand your empire by occupying the centres held by your opponent(s), while holding your own centres against all-comers. Your revenue is derived from the centres and other areas you occupy and used to deploy army, navy or nuclear weapons. Spend your revenue wisely and deploy your forces where they will be most effective. The more you expand your empire, the more revenue you obtain. Victory conditions are not built into the program. Suggestions are given in the manual and the players agree beforehand on how the winner is to be decided.

There are four scenarios, based on maps of Europe, Britain, London and the Caribbean, respectively. These present minor variations (naval strategy dominates the Caribbean scenario, for example) but, whether you are trying to capture Berlin, Battersea or Belize, the strategy is much the same. The London scenario seems intended for light-hearted play — nuking Paddington Station from a silo in Trafalgar Square is a little unrealistic, to put it mildly! In fact, in spite of the game's title, the nuclear aspect does not add anything to it. The effects of nuking are not as devastating as they would be in real life. It just provides a gambling slant in an otherwise sober game. Fortunately, players can agree to ignore nuclear weaponry altogether and concentrate on the basic strategic elements.

The manual is detailed and clear, but it makes the game sound much faster and more exciting than it really is. This is a game for the pensive player who is happy to sit for a half-hour or more making a move. The manual helpfully suggests that you set yourself up with a supply of tasty provisions before beginning to play. Meanwhile, the other players will be scoffing all the dainties! The movement system is slow and cumbersome which further reduces the pace. Control is menu-driven and easy to understand; if in doubt press '0' and you are returned to the main menu. Unfortunately, the frequently-used '0' key is next to BREAK, so a keying inaccuracy puts you back into BASIC.

The maps are simple but adequate. Noises off are irritating — especially if you really are trying to think. Combat resolution appears to be based almost entirely on chance with a bit of bluff (poker players will like it, tacticians will hate it). Summing up, serious strategy with frills of the wrong sort.



covers the period that includes the battle at Medenine, Mareth and Tebago. The sequence starts with Medenine so you probably won't get the formation of the Mareth Line battle, which is an interesting one. So, let's set up the Battle Of Mareth as our starting point. Run *Vulcan*, selecting two players, open (non-hidden) movement and Scenario 3. To begin with we're not fighting — just moving the units into position, as shown on the map. Of the Axis units, the Centauro Armoured Division, 10th and 21st Panzer Divisions, SV288 and the Ramcke Parachute Brigade were not in this battle so move them well away from the battle area.

Hold the Allies where they are for the first turn, or they may catch up with the Axis units and start fighting before the whistle blows. Move the Allied units, the 201st Guards Brigade and the 23rd Armoured Brigade, well out of harm's way as they weren't present. The 1st Armoured Division aren't on the scene to start with, but will appear later. The 4th Indian Division will arrive later still, so don't worry about them yet. You should have completed all this manoeuvring by the 17th March. Now you can save the game.

Re-run *Vulcan* and load the old game that you've just saved. You can now choose either the two player game, or one player against the computer, the computer commanding the Axis forces. The Allied commander (you) must do what Monty did — eliminate all Axis units or drive them back beyond Gabes before the game ends on 27th March. You can adopt any tactics you like but it's fun to try Monty's left hook where the New Zealand Division swing round the Matama Hills to engage the Axis reserves at Tebago. Oh, and don't forget to bring the Indian Division into action when it appears on the road from the south-east.

In a game within a game like this you can make up the rules and set your own victory conditions, provided that the program allows it. The rules we've outlined make it fairly easy to win — you can always make it harder by imposing another rule. We'd love to hear how you got on with this new game — which units did you send back, did the Allies win with the reduced force? Bung us a line and let us know, and don't forget to mention any games within games that you've invented. They need not be historical battles like Mareth, just any game derived from another that's interesting and fun. We'll publish the best and send you a *YS* badge for your trouble.

TACTIPS

Here it comes! Another batch of eagerly awaited mail from our tactical readers. First out of the bag is a concise recipe for Allied victory in *Arnhem* by CCS. According to **K Hart** of **New Crofton**, Wakefield your battle orders are: 1. Take and hold the road junction south west of Eindhoven; 2. Take and hold, in force, the east side of the bridge north east of Eindhoven; 3. Place a line of troops between the two roads south west of Nijemen; 4. Take and hold the west side of Arnhem bridge; 5. In the early stages, put no troops east of the Arnhem river. Cheers K, you've won yourself a *YS* badge.

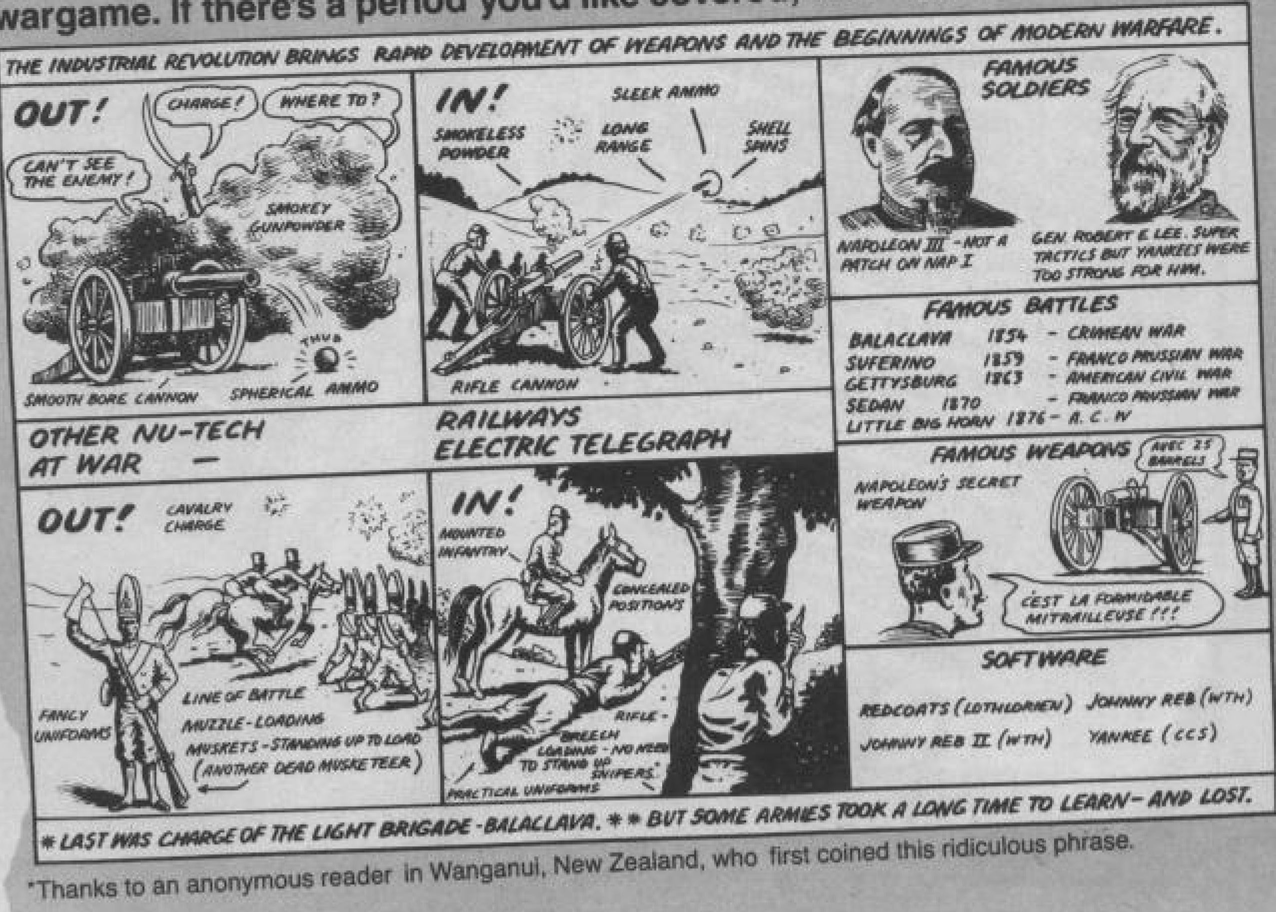
Maybe the tip above will help **Gary Horsham** of **Blackpool** who, apart from praising the new strategy section, asks for help with Arnhem and how to stay awake in *Battlefield Germany*. We're both insomniacs when it comes to wargaming, but perhaps someone out there can help Gary as he never seems to win.

Another reader wanting help with *Battlefield Germany* is David 'Nuclear' Nangle from Dublin. He gained a NATO victory by purely defensive tactics, but can't make his units attack successfully. Being a giver as well as a taker he continues, "Now here's a tip for *Stonkers* by Imagine. Bring all your units down to the port and re-supply the lowest. Put your forces in a semi circle with armour units forming a strong link at the front of the semi circle. Now wait for the enemy to attack and make sure your supply trucks are safely behind your lines. If you lose sight of enemy units, check your HQ and you'll find them. Only if you've beaten off the attack at the port should you attack the HQ (NE of port). You should then win quite easily." Thanks Nuclear.

Finally, a word or two from **A Betts** of **Tamworth** about Firebird's *Rebelstar*. He's managed to blow up the reactor at level 8, after killing every operative, which sounds pretty good going to us. His winning tips are: "Keep about eight men by the top left entrance, but don't blast a hole through the door. The rest of the men should go towards the reinforcement units. All the operatives will move towards these men. After a few turns, the men at the top left hatch should make a run for the reactor and blow it up!" Good classical tactics, AB, but what's all this about cutting grass with the lawn mower? AB also says you can pick up the dead bodies, but doesn't know what to do with them. Anybody got any bright ideas? That's your lot tipwise for this month but keep sending 'em in to O&A, On The Warpath, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE, 'cos any printed win a *YS* Badge!

TIMEFAX

CUT OUT AND COLLECT our info-packed new series — *Timefax*. Each period of history will help you 'savour the flavour'* of your zingiest wargame. If there's a period you'd like covered, write and let us know.



*Thanks to an anonymous reader in Wanganui, New Zealand, who first coined this ridiculous phrase.

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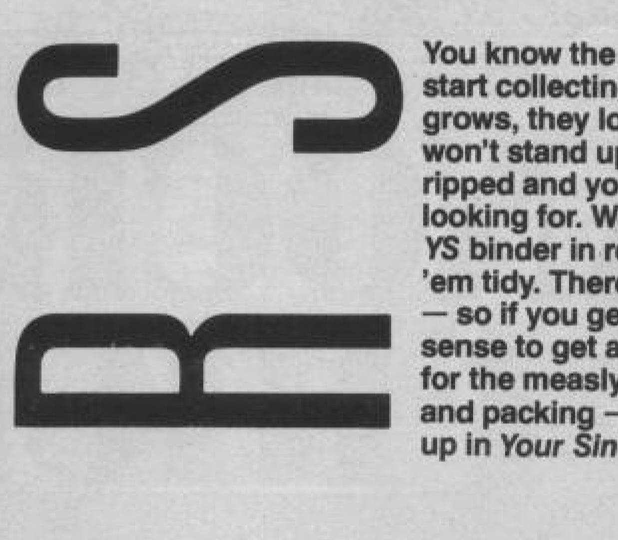
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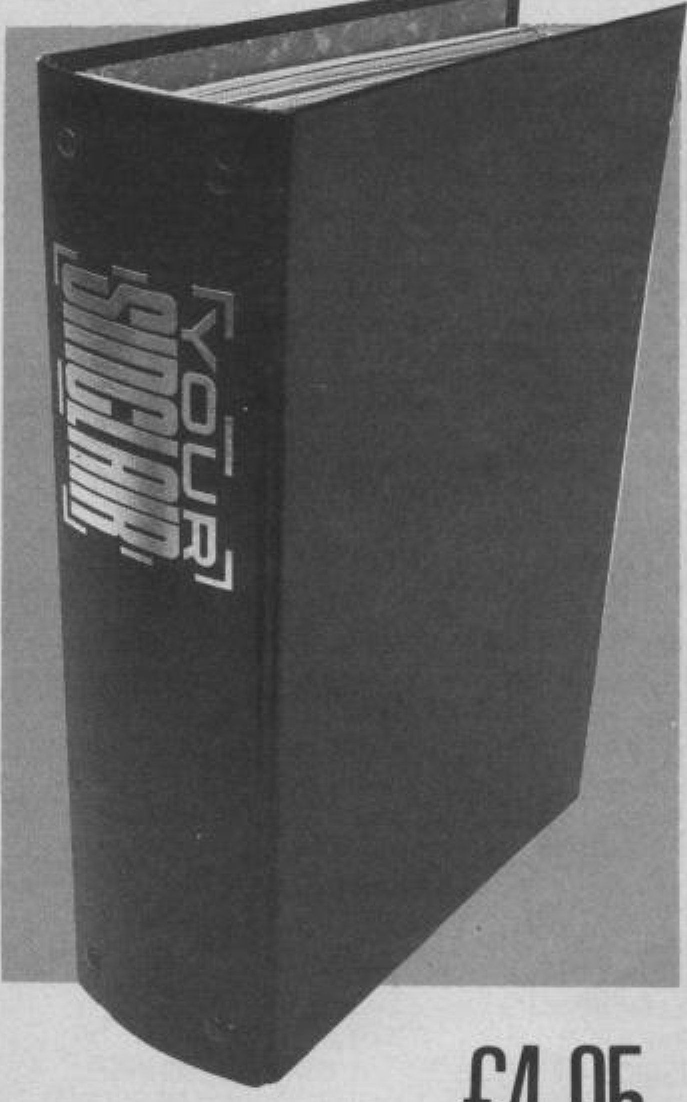
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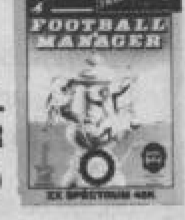
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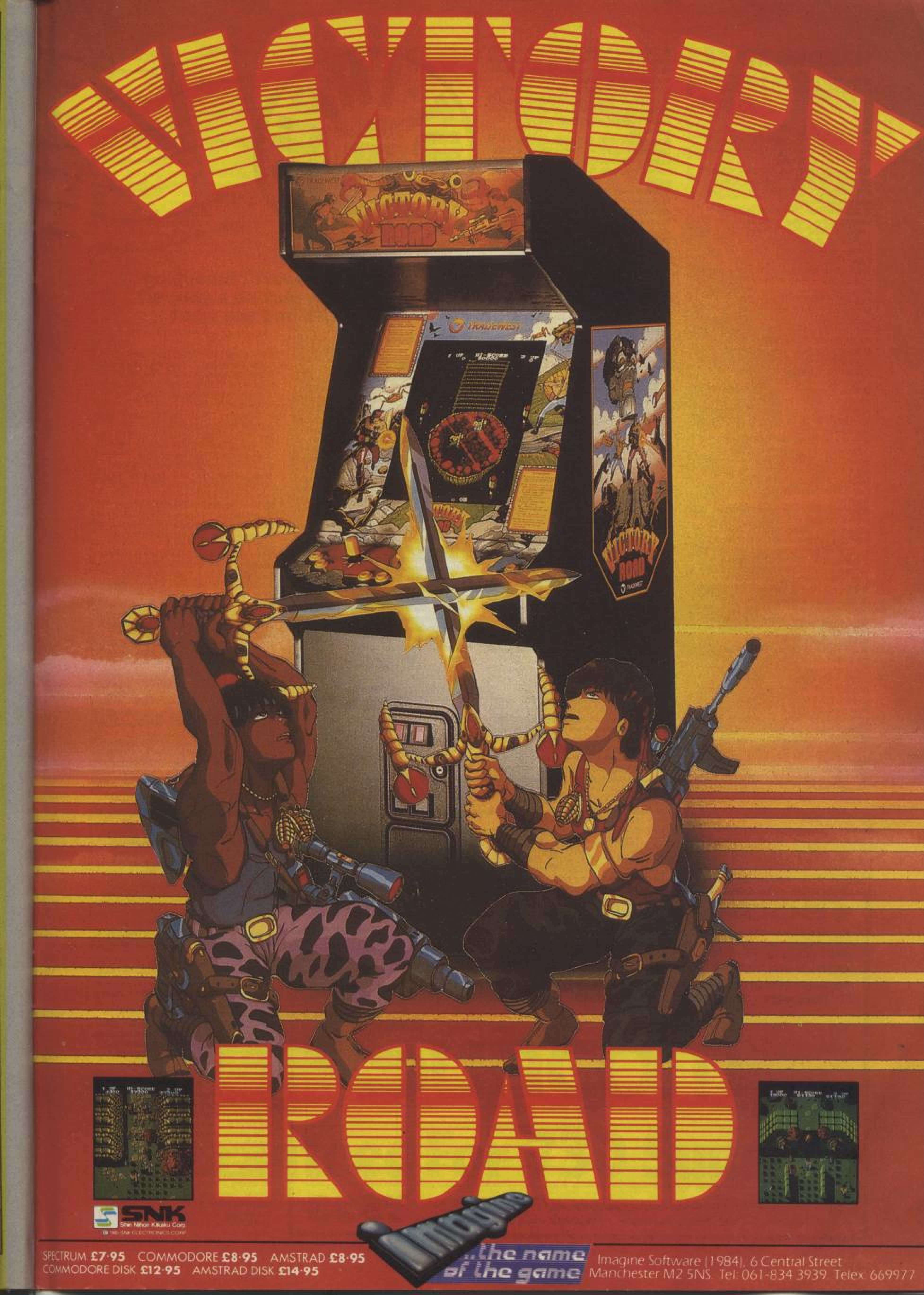
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■ Spectrum 48K for sale. Cassette recorder, over 50 mags, latest games including *Gauntlet, World Games, Avenger, Paperboy*, plus 100's more. £110 ono. Phone (0709) 363200 and ask for Lee.
■ Will swop DK lightpen, Interface One, microdrive and 5 cartridges for Kempston mouse. Write to Johnny Anderson, Kroklivien 3, 0584 Oslo 5, Norway.
■ Spectrum 128K plus disk drive, loads of software and utilities, multiface, *Specdrum* and books for £350. Phone 091-469 4362 and ask for Martin.
■ 48K Spectrum, Transform keyboard, Interface One, Alphacom 32 soundbox, CCR connector case, many software games and application books, courses, extra adaptor, joystick interfaces etc. Excellent bargain £250. Phone Violetta 01-583 4336.
■ ZX printer with five rolls of paper, also with instructions£15 ono. Write to Dave Holt,30 Brookside Avenue, Grotton, Oldham, Lancs OL4 4LJ or phone 061-633 1530.
■ Spectrum 128+2, lots of games, a joystick, manuals, good TV, mags, books, still under guarantee: £150 ono, worth £350. Tel (0772) 732762 and ask for Stephen.
■ Spectrum 48K for sale, comes with printer, lightpen and over £300 worth of games, 30 magazines, a bargain at £200 ono the lot. Phone Daniel on 01-657 1063.
■ Acorn Electron for sale, £200 worth of games and tutorial programs, also data recorder, joystick and interface all worth at least £300. So do us a favour: £80. Phone Dave (0225) 702929.
■ Spectrum 128+2 with Multiface 128, DK lightpen and ZX printer. Mags, 700 48K games, joystick (boxed, in great condition), worth £400 will sell for £270 ono. Graeme McGhee, 9 Marchdyke Crescent, Kilmarnock, Ayreshire, Scotland KA1 4TA. Tel 22659.
■ 48K Spectrum with Saga 1 keyboard, data recorder, mouse and interface, *Art Studio*, microspeech, Quickshot II, DK Tronics dual interface, machine code books, over £300 worth of software (many top titles). Will not sell separately. The lot: £200. Reason — upgrading. Tel Shotts (0501) 23763 after 6.30pm. Ask for Dave.
■ Spectrum 128+2, Multiface 128, joystick, 30 input mags, software including *Auf Wiedersehen Monty, Paperboy, Gauntlet*. Blank tapes & tape holder. All boxed and new £200 ono. Phone (0977) 553206 after 6.30pm and ask for Toni.
■ £250 worth of software free when you buy my ZX printer for £100, with five rolls of paper and three joysticks. Phone (0602) 813971 after 4.30pm and ask for David.
■ Spectrum+, Protex interface, Quickshot joystick, £500 worth of software, including *Heartland, Sir Fred, Paperboy, Tomahawk, Uridium, Astro Clone, Hypersports*. Sell for £250. Please phone Martin 01-965 7636.
■ Spectrum+, Quickshot II, Interface II and a few games including *Adrian Mole* and *Super Cycle*. All in good condition. All for £60. Phone Jason on (0272) 650213.
■ Spectrum 48K, games, mags, Kempston joystick, interface £65. Opus disk drive, 10 full disks inc *Enduro Racer*. £65. Multiface 1: £25. Alphacom printer: £20 or all for £165. Tel Robert (0253) 726449.
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■ Spectrum+ for sale. With joystick, cassette deck, RAM turbo interface and light pen! Many original games £90 ono. Write to Marcus Price at 19 Hope Street, Cheltenham, Glos GLS1 9BQ.
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■ Spectrum 128K, two joysticks, Data Recorder magazines, 3 Port Interface, £200 worth of software including *Exolon, Space Harrier, Arkanoid, Nosferatu* and many more. All for £140 ono. Please phone John in Colchester on 851028.
■ Crackshot joystick for sale or swop for software. Kempston compatible, £3. Also latest titles to swop. Send your list for mine. All letters will be answered. Write to N. Mokes, 25 Acacia Ave, Kingshurst, Birmingham B37 6AG.
■ For sale: Spectrum+ home computer. Plus £100s worth of original games inc *Space Harrier, Batman* etc. All in excellent condition. I'm only wanting £50! Phone 031 339 1758 and ask for Kenneth.
■ For sale: Epson P40 thermal printer. Three rolls of paper: £35 ono. Tel: 0584 73637 and ask for Martin.
■ Any three from the following: *G.S.R., Fairlight, W. Games, Frankie, Knight Rider, Zoids, Nomad* for a Trojan light pen. Must be +2 compatible and include software and manuals. Write to P. Bilton, 46 Acre Road, Middleton, Leeds 10.
■ 48K Spectrum+, Kempston joystick — over £450 worth of top quality games. Over 100 computer mags (in plastic container), tape recorder, leads, interface etc. All for £220. Cash only. Tel: Tom 01 788 0441.
■ Spectrum 48K+ for sale. Also latest games (worth £408), Joystick, two cassette holders and tape recorder. £125 only, *Crash* mags thrown in. Phone Brighton (0273) 697006 and ask for Brett (evenings only).
■ Spectrum 128, Quickshot II, joystick, cartridge, interface, £140 worth of games including *Jailbreak, Gunrunner, Trio, 6-pak, Lightforce, Heartland, Dandy* plus single microdrive: £130 ono. Will split. Phone Desmond 06937 38754.
■ Any hardware that you don't want? Well write to Gary Brighton, 111 Studlands Park, Newmarket, Suffolk. CB8 7AP. Tell me what you've got and what you want for it.
■ Rotronics Wafadrive with two 64K wafers, boxed and with manual. Excellent condition: £35 ono. Also Currah Microspeech with manual and demonstration tape: £10. Phone (0202) 873595 after 6pm and ask for Mike.
■ Quickshot Nine Joyball. Brand new and in box. "Archer" Quickshot One — £3. Cursor, joystick, interface £3. Phone (Kilmacolm) 050 587 3776.
■ +2 boxed, £350 worth of software including *Starglider*, Atari joystick, 60 mags (*YS, Crash*), books. All worth over £550. Will sell for £320 ono. Write to: Mark, Belle Vue, Mill Street, Buxton, Norfolk. NR10 5JE.
■ 48K Spectrum, software, books and mags, microdrive, Interface 1, Multiface 1, two cassette recorders, cartridges worth over £900. Will sell for £250 ono. Write to Russell, 6 Cypress Place, Fairwater, Cardiff CF5 3LN.
■ Spectrum +2 — External tape recorder. Two joysticks, Currah Speech, 7 months old. Many games including *Bryan Clough's Football*. Write to Ryan Barker, 117 Carlton Road, Pontefract, West Yorks.
■ For sale — 2X Microdrive. Never used as could not afford interface: £15. Please write to John Baker, 5 The Leys, Kibworth, Leics. LE8 0NZ. Exchange for games considered.



Hawking your hardware? Swopping your software? Or picking a penpal? Put a free ad in *YS* and see what happens!

SOFTWARE

■ Will swop my *Treasure Island* or *Punchy* for *Red Moon, Sherlock* or *Spiderman*. Write to Rene Gisbertz, Markisingel 58, 6102 VX, Echt, Netherlands.
■ I have over 450 games to swop. Latest titles include *Metrocross, Hydrofool* etc. Send your list for mine. Write to Carl Young, 4 West View, Padgate, Warrington, Cheshire, WA2 0NX.
■ Lots of games to swop. I have all of the latest including *Game Over, Thing Bounces Back*. Write to Russell Gallon, 8 Sunnidale, Fellside Park, Whickham, Newcastle upon Tyne, NE16 5TT.
■ Swop *Dan Dare, Great Escape, Ghosts'n'Goblins, Rebel, Sweevo, Dynamite Dan 2, Movie, Bounder, Avenger, Revolution, Hitpak One, Exolon, Baseball, Dandy, Highway* and more. Write to John Ham, Tighallan, Evelix, Dornock, Sutherland. Tel (0862) 810619.
■ I have over 1000 titles to swop. All latest titles (well nearly all). Please write to: Jukka Kosonen, Kumpu, 587 Sulkand, Finland.
■ Great games to swop including *Enduro Racer, Thanatos, Great Escape, Fairlight, Quazatron, Lightforce*. Want *PAW, Exolon, Micronaut 1, Tai-Pan, Hydrofool* & others. Phone 0530 324203 after 5pm. Ask for Marc.
■ Will swop *Sentinel, Dinky Digger, Stonkers, Ah Diddum* plus four others. Phone Austin: Stafford 851395 after 4pm.
■ Swop *Pawn* for *Disassembler*. Also *Arkanoid, Konami Golf, Short Circuit, Barbarian*, plus *Space Harrier* for ZX printer. Write to G Houchin, 12 St Pauls Place, Newcastle upon Tyne. What happened to Sid?
■ Swop *1942, Nightshade, Knight Lore, Blue Max, Enigma Force, Alien 8, River Raid* and more. Send sae to Boyd, Eskham Farm, Seadyke Way, Marshchapel, Grimsby, South Humberside.
■ Wanted: *Fairlight II. Will swop for Dawdy* and *Scooby-Doo*. Phone 061 789 4876.
■ I will swop my *Gladiator* and *Alpine* games for *Indoor Sports* or *Rock and Wrestle*. Phone (0902) 761150 and ask for Steven. Hurry!
■ Will swop *Laser Basic, Dam Busters, Avalon, Turbo Esprit, Video Pool* and many oldies. Also a few POKEs for the oldies. Anyone got POKEs for Rambo. Write to: B Dixon, 22 Drum Close, Glenrothes, Fife, Scotland. KY7 4SE.
■ Will swop *TT Racer, Dandy, Great Escape* or *Back To Skool* for either *Trivial Pursuit, Spy Vs Spy, Arkanoid, Turbo Espirit, FA Cup '87, Trap Door, World Games* or *ID*. Phone Chertsey 63523 and ask for Chris.
■ I will swop *Starglider* for your copy of *Artist* or *Artist* 128K. Write to Zig the Sprot, 111 Drakefell Road, London SE4 2DT or phone 01-732 5220.
■ Games to swop include *Space Harrier, Great Escape, TT Racer* and *Uridium*. Send your list for mine. Write to Gary Brighton, 111 Studlands Park, Newmarket, Suffolk CB8 7AP.
■ Will swop *Dragon's Lair* and *PSI PSPY* for *Bombjack II* or *Superman* for *Barry McGuigan*. Write to Ewan Mitchell, 16 Garuock Hill, Dunfermline, Fife, Scotland KY12 7YY.
■ Will swop *Starglider, Xcel, Molecule Man, Storm Speed, King II, Codename, Mat II* and *Skool Daze* along with 30 POKEs (all games originals) for *PAW*. All letters will be answered. Write to David Birchley, 399 Wye Court, Thornhill, Cwmbran, Gwent, South Wales NP44 5UL.
■ Over 300 titles to swop including many new ones. Send your list for mine. Write to Colin Buteux, 1 Trenchard Drive, Buxton, Derbyshire SK17 9JY.
■ Games to swop — your list for mine. R. Blake, 32 Derwent Avenue, Rayleigh, Essex SS6 8LE. Hello to Andy in Letchford.
■ I have *Avenger, Dukes of Hazzard, Storm* and *Death Cruiser*. Will swop any three for *Gauntlet*. Write to M. Reynolds, 86 Clos Glanlliw, Pontlliw, Swansea SA4 1EH.
■ Swop *Elite, 6-Pack Hit Pack, Pole Position* for *Gauntlet, Head Over Heels*. Also have *Parabola, Imagination* and *Transmuter* to swop. Phone Darren on (0277) 655900 now!
■ I will swop my *World Games, Trivial Pursuit, Paperboy* and *Transformers* for a Trojan lightpen and Interface. Phone John Paul on Swindon 642971.
■ I will swop my *Booty, Derby Day, Treasure Island, Cylu, Don't Buy This, Ghostbusters, Ian Botham Testmatch, Hunchback* for *Barry McGuigan, Hypersports, Rocco, Summer Games, Trio*. Tel Gary Stevens 0942 892028.
■ 16 hour-a-day Speccy 128K user with over 400 games to swop. Your list for mine. Guaranteed reply within a week. Lee Bell, 72 Summerfield Gardens, Whitfield, Dundee DD4 0B2.
■ Latest games for 48K Spectrum. Send list of games to swop with mine. Over 100 titles to choose from. Barry Cheneler, 173 Church Street, Witham, Essex CM8 2JW or phone 0376 521375.
■ Wanted! *Super Soccer* and/or *Leaderboard*. I'm offering: *Room Ten, (Elite 6 Pack), Super Robin Hood, Scrabble, Black Crystal, Eureka, Softaid, Sega collection, Snooker*. Take your pick. Only originals please — mine are. Write to: Steven Drummond, 33 Blamey Crescent, Cowdenbeath, Fife, Scotland.
■ Will swop *Minestone, Waxworks* and *The Price Of Magic* for *ZZZ, Vera Cruz* and *Bugsy*. Write to Michael Woyciech, 16 Margaret Ave, Shenfield, Brentwood, Essex.
■ Do you want someone to swop games with? Send your list for mine (700 games). Write to Thomas Bjork, Hydeengen 283, DK-2625 Vallensbaek, Denmark.
■ Will swop *Gauntlet, Paperboy, Batman, Art Studio, They Sold A Million 3* for *Super Soccer, Super-test 48K, Winter Games, Imagine's Tennis, Leaderboard, Taj-Pan, Double Take*. Write to: Joseph Foley, 46 St John's Avenue, Clondalkin, Dublin 22. Ireland.

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■ Wanted — Volex, TTX 2000S Teletext adaptor. Will swop for games including *Super Soccer, Gauntlet, Great Escape, Lightforce, Colony Invasion*. Alternatives available. Phone (0446) 747649 after 7pm except on Fridays or Saturday.

■ Wanted — *Silent Service* or *Gauntlet*, will swop for *Paperboy, Footballer Of The Year, Breakthru, Storm, Future Games* or *Video Olympics*. Phone Bobby (0475) 87370 after 6pm.

■ Wanted — a complete AMX mouse. Swop for *Shadow Of The Unicorn, Lone Wolf, Swords And Sorcery, Sorcerer Of Clamorgue Castle, Spiderman, Hunchback, Hunchback II*. £72.81 worth of software, all for complete AMX mouse. Write to A. Brooks, 66 St Johns Road, Staveley, Nr Chesterfield, Derbyshire S43 3QW.

■ Wanted — a Spectrum. Write to Gary Brighton, 111 Studlands Park, Newmarket, Suffolk CB8 7AP. Please include what you want for it, ie games or money or both.

■ Wanted — VIX5000 modem for Timex 2040 printer. Please phone 01-546 4663 and ask for Paul between 7-10pm.

■ Wanted — any two of *Rock 'n' Wrestle, Steve Davis Snooker, Spy Vs Spy, BMX Simulator, Hardball* or *World Series Basketball* for my Specdrum. Write to Chris, 81A London Road, Forest Hill, London SE23 3AZ.

■ Wanted — *Dragon's Lair* or *World Games*. I will swop for *Leaderboard* or *Thanatos*. Phone (0674) 76631 between 4pm and 5pm and ask for Gordon.

■ Swop 35 Spectrum originals including *Rambo, Commando* etc for ZX Microdrive and Interface 1, or RAM music machine or sell. Contact David (0236) 29808.

■ I want to buy any games made in either 1986 or 1987. Send your list with prices to Frank Wallace, Sprinfort, Charleville, Co Cork, Ireland. Originals only.

■ Wanted — Specdrum. I'll swop for any 12 games. Name them and you've got them! Write to Nick Giogias, Kanari 44, 153 43 Agia Paraskevii, Athens, Greece. Thank you.

■ *Battlecars* wanted. Swop for one of *Gift From The Gods, Space Shuttle, Gladiator, VU3D*. Phone (0384) 345176 and ask for Andrew.

■ Wanted *World Series, Basketball, McGuigan's Boxing, Kung Fu Master*. Will swop for *Paperboy, Lightforce, Music Box*. If I don't reply offer has ended. Write to John Marshall, 13 Maidstone Road, Sheffield S6 1JS.

■ Wanted — Interface 1, Microdrive and cartridges in working order. Swop for *G.A.C. Megahits, Trailblazer, Galvan, Spellbound, Atic Atac, B.M.X., Speedking 2, Rambo*. Please write to Sadek Malik, 32 St Dunstans Road, Hounslow, Middx TW14 7QP.

■ Wanted — Help with *The Hobbit*. Reward offered (games). If you've got hints and/or want a female penpal, aged 12, write to: Katy Sheppard, Caerwent, Libanus Road, Ebbw Vale, Gwent.

■ Help! I'm looking for people with a QL. Penpals also welcome, from everywhere (female preferably). Write to Seroen Vid, Belt Chrysantenlaan 17, 1424A3 De Kwakel, Holland.

■ Wanted — 48K Rubber key or Spectrum +. I will pay £25 plus postage. Must be in working order. Write to Chris Gornall, 205 Cop Lane, Penwortham, Preston, Lancs. PR1 9AB

■ Wanted — *Elite*. Will swop for any two: *Enigma Force, Avenger, Movie, Druid, Surfchamp, Now Games 4* and *Arkanoid*. Must include instructions. Phone (0626) 68362 after 6pm and ask for Nick.

■ Wanted — *Hijack, Vera Cruz, Sydney Affair*. Will swop latest software for any of these games. Write to P. Coles, 9 Burnway, Hornchurch, Essex.

■ Wanted — Microdrive - Interface 1. Also printer with interface for 48K Speccy, for example Alfacom 32, ZZ or N.L.Q. printer A4. Phone Paul on Colwall 40124. Also wanted: Volex TTX 2000S.

■ Wanted — *Elite* (must be in good condition) for *Konami's Coin-Op Hits, WestBank, Thrust II, Alien Highway* and *Glass*. Please write to Garry Lancaster, 26 Bridgeleap Road, Downend, Bristol. BS16 6TW.

■ Wanted — *Arkanoid, Enduro Racer*. Will swop for *World Games, Bombjack, Hit 6 Pack, Leaderboard* and some others. Write to Tom Duchin, Hill House, Carlton, Near Newmarket, Suffolk. CB8 9JY. Enclose phone number.

■ Wanted — Multiload and code slicer 2. Reward: 10 latest titled games: *Ghosts 'n' Goblins, Arkanoid* and more — £95 worth. Write to: Edward O'Hanlon, Tara, Charleville View, Tullamore, Co Offaly, Ireland. Hurry!

■ Wanted — *Infiltrator* for a game such as *Konami's Golf* or *Footballer Of The Year*. All enquiries considered. Ring (0706) 827483 after 6.30pm and ask for Martin.

■ Wanted — someone to make a program to help run a badminton tournament for a Spectrum 48K. Prepared to pay. Chris Chaplin, 40 Thatcham Park, Yeovil, Somerset BA21 3BR or Tel Yeovil 25001.

■ Wanted — a Microdrive and Interface 1. Will swop an Alfacom 32 printer in good condition and five rolls of paper plus some games. Please phone (0569) 63301 any time and ask for Steven.

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■ S.V.V.G. tape mag is the best. Keep up the good work Dave. The Haggil Head-Hunter.

■ Hacker? Can anyone help a novice with advice. List of equipment needed to get started. I am willing to join club. Write to: A.K. Dockerill, 57 Northfield Road, Batford, Harpenden, Herts.

■ I've just got one thing to say: Katherine...I love you. From David. Thanks for the past nine months — Hope the next nine months are just as good.

■ *Microphobia*. The micro mag from Spectrum, Commodore, Amstrad, BBC. For the latest issue send 50p & SAE to Gerald Preston, 5 Meadow Park, Cabus, Garstang, Lancs. PR3 1TA.

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■ POKES. If you want loads of POKES, just send a SAE and a cheque or P.O. for £1 and ask for *Pokes* Issue 4. Gerald Witherington, 4 Westfield Road, Rhyl, Clwyd, North Wales. LL18 4PN.

■ Hello to TW1 drivers, Math Allen, Dave Bailey, Robo Chef and Wee Wiggy Wimples. A quick message to Fog Raa Maa Yah Ta Ra! From your faithful old B'zer.(And I got my nickname before you did T'zer.)

■ *Eprom Two* — Spectrum review magazine out now! *Your Sinclair* Fanzine of the Year winner — 48 packed pages. Only 80p inc. From Eprom, 328 The Maltings, Penwortham, Preston, Lancs. PR1 9FD.

■ Join the Time Bandits for a mag mail order service etc. Send your list of games to Zeed & Eggs, Time Bandits, 15 Meadow Grove, Chandlers Ford, Hants.

■ POKES, POKES, POKES. Send an SAE and £1 to Ian Williams, 19 Harper Grove, Idle, Bradford, West Yorks.

■ *Crazy!* The wacky new reader participation Spectrum fanzine, including news, tips, reviews and free advertising! The fanzine you help write. For info send SAE to Crazy, 1 Ledbury Gardens, Cysworth, Doncaster ON5 8LS.

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■ Christopher — We are now quits. I do not owe you 40p. From Robert Wilkins. P.S. I told you I'd get my name in print.

■ *Adventure Probe* is a monthly magazine containing oodles of adventurous stuff. Send £1 for sample copy or SAE for details to: Adventure Probe, 78 Merton Road, Highfield, Wigan, Lancs WN3 6AT.

■ 50 games tips for 70p, pages of tips, info, hints, P&P included. Grant Edwards, 19 The Maltings, Kings Langley, Herts WD4 8QL.

PENPALS

■ Penpal wanted. I have lots of software to swop (including *Head Over Heels, Tai-Pan, Zynaps*). Send your list for mine. Write to Peter Salsbury, 32 Dereham Drive, Arnold, Nottingham NG5 6PS.

■ Extremely crazy Lutonian seeks tasty female 13-15. I'm heavily into Queen, sport and road signs. Please send piccy to Matthew Morris, 21 Waller Avenue, Luton, Beds LU4 9RP.

■ Good looking, cool guy seeks girl now. Please enclose photo. Send to Mr E Malone, 29 Hatherton Street, Stafford, Staffs ST16 3TP. Must have nice personality and sense of humour. Thanks.

■ Boy 13 wants male penpal preferably the same age, living far away, even another country. I like most things, ie drawing, collecting posters, music. I have a 48K Spectrum. Write to Mark Shepherd, 55 Beresford Avenue, Tolworth, Surbiton, Surrey KT5 9LH.

■ I am a 15 year old male seeking a penpal (male or female) between the ages of 13-16. I have a 48K Spectrum with over 80 games and POKEs. Lee Cook Morgan, 566 Clydach Road, Ynystawe, Swansea, Glam SA6 5AY.

■ I would like a penpal (male or female) to swop games, ideas and tips. Write to Paulo Ferreira, Av 25 de Abril, No7 Porteira, Almada, 2800 Almada, Portugal.

■ Male, +2 owner seeks good-looking female penpal who is aged 13-15 and likes computing, sport and good-looking boys. Prefer to be local. Please enclose a photo. Jonathan Whittle, 1 Benbow Close, St Annes, Lancs.

■ Female (11) seeks male (11). Interest in computers — optional. Interest in girls — essential. If you can afford a stamp, write to Elizabeth Sheppard, Caerwent, Libanus Road, Ebbw Vale, Gwent.

■ Is there anybody out there who would like to write to a 14 year old male from Runcorn. If so, write to Graham Ellis, 157 The Uplands, Palace Fields, Runcorn, Cheshire. WA7 2UD.

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■ Yo! Homegirl! Any funkey fresh girls there like Hip-hop? If so, scribble to me: Jazzy Jay at 55 Lingfield View, Moortown, Leeds. LS17 6DA. Please enclose a photo.

■ Penpal wanted to swop games. Any age. My hobbies are computers and music. Send your list for mine. Guaranteed replies. Write to Simon Keith Hobbs, 40 Penros Cres, Rumney, Cardiff, South Wales.

■ Hi girls of 14-17! Are you looking for a cool programmer? Well never fear, Nigel Bell is here. Write to me: 25 Dunhill Road, Ipswich, Suffolk.

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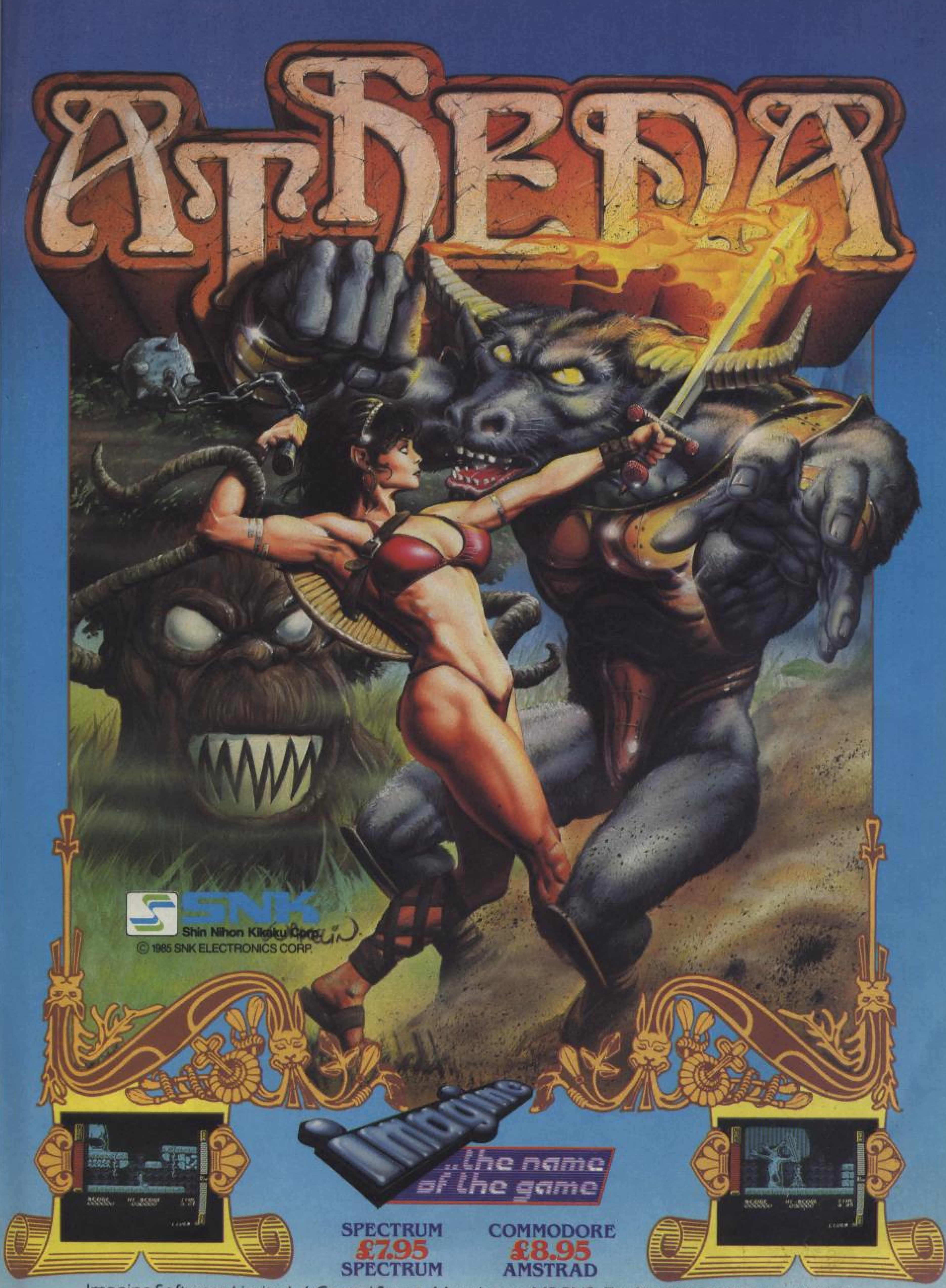
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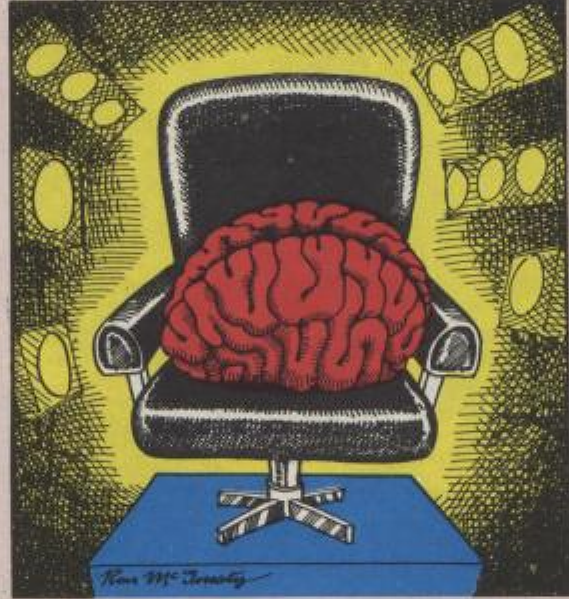
FROM THE ARCADES–A TIGRESS!



THE YS/US GOLD COMPUTER BRAIN OF 1987 AWARD

Yes, if you have a brain the size of a planet, you could be in the running for fame, fortune, a fabulously expensive champion's trophy and a bundle of *YS*/US Gold goodies, including a brand-new Spectrum +3!

Does the size of your brain cause you embarrassment at the barbers? Does your hat size read like a telephone number? If you've been following 'The Challenge' in the last three issues you'll know that this month is the final part of this, the hardest and most brainblending compo in the history of *Your Sinclair*. The four readers, plus guest, who answer the most Brain Page questions correctly will be invited to the 1987 Computer Brain Of Britain Challenge, to be held at an all-expenses-paid ritzy venue in London's glittering West End. (Zowie!) Not only will the winner walk off with a stunningly expensive Computer Brain Award trophy, but the lucky brainbox will also receive a brand-new Spectrum +3 computer with all the bells and whistles! (Ting! Peep!) And even the runners-up swagger off with some US Gold goodies. Interested?



Okay, this is what you have to do: a complete entry consists of the three previous Brain Pages, plus the one you're reading now, four in all, ripped out of a copy of *Your Sinclair* (no photocopies allowed this time), with as many questions as you can answer completed in black or blue pen. Then fill in the coupon on this page with your name and address, so we know who you are. Right? Now, don't be worried if you can't answer all the questions, as it's the reader with the *most correct answers* who'll win. And don't let the fact that you missed the last three Brain Pages bug you either, as you can easily get copies of the mags (August, September and October) from the Back Issues ad on page 88.

So, put your brain in gear and prepare for the final barrage of very hard (oo-er) questions.

1. Who wrote *Finders Keepers, Spellbound, Knight Tyme* and *Stormbringer*?

....

2. Which coin-op conversion comes free with the Sega Games Console?

....

3. Where would you find Churglik, Phyzo and Blustan?

....

4. In which simulation do you get a message 'Sonar Reports Distant Explosions'?

....

5. Who is this character and in which game does he appear?

....

6. How many levels are there in *Sentinel*?

....

7. Who is Number 5?

....

8. What colour is the baddie you can't kill in *Gauntlet*?

....

9. Name all five planets in *Head Over Heels*.

....

10. Name three ninja games.

....

11. How many tracks are there in *BMX Simulator*?

....

12. Name the free program on *Academy*.

....

13. Who digs for liver and kidneys in the dead of night?

....

14. Where can you fight with Leiser-Freisers?

....

15. Name the game from which this screenshot was taken.

....

16. Which is the odd man out: Lee, Joe, Edgar, Tarquin or Mary?

....

17. What does OXO mean in *Gauntlet*?

....

18. What colour is the Monty Mole sprite in *Auf Weidersehen Monty*?

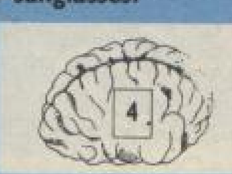
....

19. In which game do all the characters wear sunglasses?

....

20. How many issues of *Your Sinclair* have there been? (Including this one!)

....



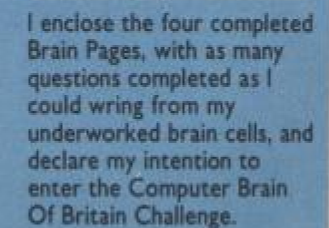
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Send this whole page, complete with the previous three Brain Pages to: The 1987 Computer Brain Of Britain Challenge, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. Completed entries must arrive at the YS office no later than 15th November 1987. The Editor's decision is final, and no employees of Dennis Publishing or US Gold may enter.



I enclose the four completed Brain Pages, with as many questions completed as I could wring from my underworked brain cells, and declare my intention to enter the Computer Brain Of Britain Challenge.

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